Covering Interactive & Multimedia Entertainment AUGUST 1994

COMPUTER GAMING WORLD

THE #1 COMPUTER GAME MAGAZINE



Feature Reviews

X-COM
1942: Pacific Air War
Pacific Strike
Al Qadim
The Grandest Fleet

Superhero League of Hoboken

NASCAR Racing: Stock Car Looks, *IndyCar* Engine

$3.95 USA $4.95 Canadian
08
0 71486 01143 9

New!

FormGen
INCORPORATED

New Super CD Pack!

Spear of Destiny™ Game, 2 New Missions, 3 Hint Books & Game Generator!









You get it all. . .

in the complete Spear of Destiny™ CD collection—enjoy the original ground-breaking virtual reality game, then conquer two brand new Nazi fortresses in two all-new missions. We include hint books for all three games, and a terrific game generator that you can use to make a variety of new missions for your enjoyment!

Return to Danger. . .

as an Allied commando, fighting your way into the enemy HQ to seize the prize that *he must not be allowed to keep!* Battle the best the enemy has to offer, taking the Spear from the megalomaniac Axis leader. See why its stunning first-person perspective, and digital stereo sound made this the Game of the Year.

Mission Disks were not developed or produced by id Software. Spear of Destiny is a trademark of id Software.

FormGen Inc. 7641 East Gray Road, Scottsdale, AZ 85260 (800) 263-2390 (905) 857-4141

Circle Reader Service #143

PRAY IT'S ONLY A NIGHTMARE

Go ahead and scream. From deep within your nightmare, utter a piteous cry — as though your life depends on someone hearing you. Because, in this reality, it does.

From the master of computer gaming comes an interactive suspense thriller so shockingly real you'll pray it's only a nightmare: Phantasmagoria.

Phantasmagoria is no ordinary game, no tawdry attempt at horror. We wouldn't dare. Blending the talents of best-selling game designer Roberta Williams and a team of the world's finest cinematographers, Phantasmagoria unleashes an incarnate evil you never knew existed inside your PC.

PLEASANT DREAMS.



ROBERTA WILLIAMS

PHANTASMAGORIA

SIERRA ON-LINE PRESENTS

A SIERRA PUBLISHING PRODUCTION WRITTEN BY ROBERTA WILLIAMS DIRECTED BY PETER MARIS PRODUCED BY MARK SEIBERT

MUSIC BY NEAL GRANDSTAFF AND MARK SEIBERT ART DIRECTION BY ANDY HOYOS STARRING VICTORIA MORSELL AND DAVID HOMB

MULTIMEDIA CD COMING SOON

SIERRA

Circle Reader Service #120

On the seventh day, the Lord said: "I'm pooped. You build the theme park."



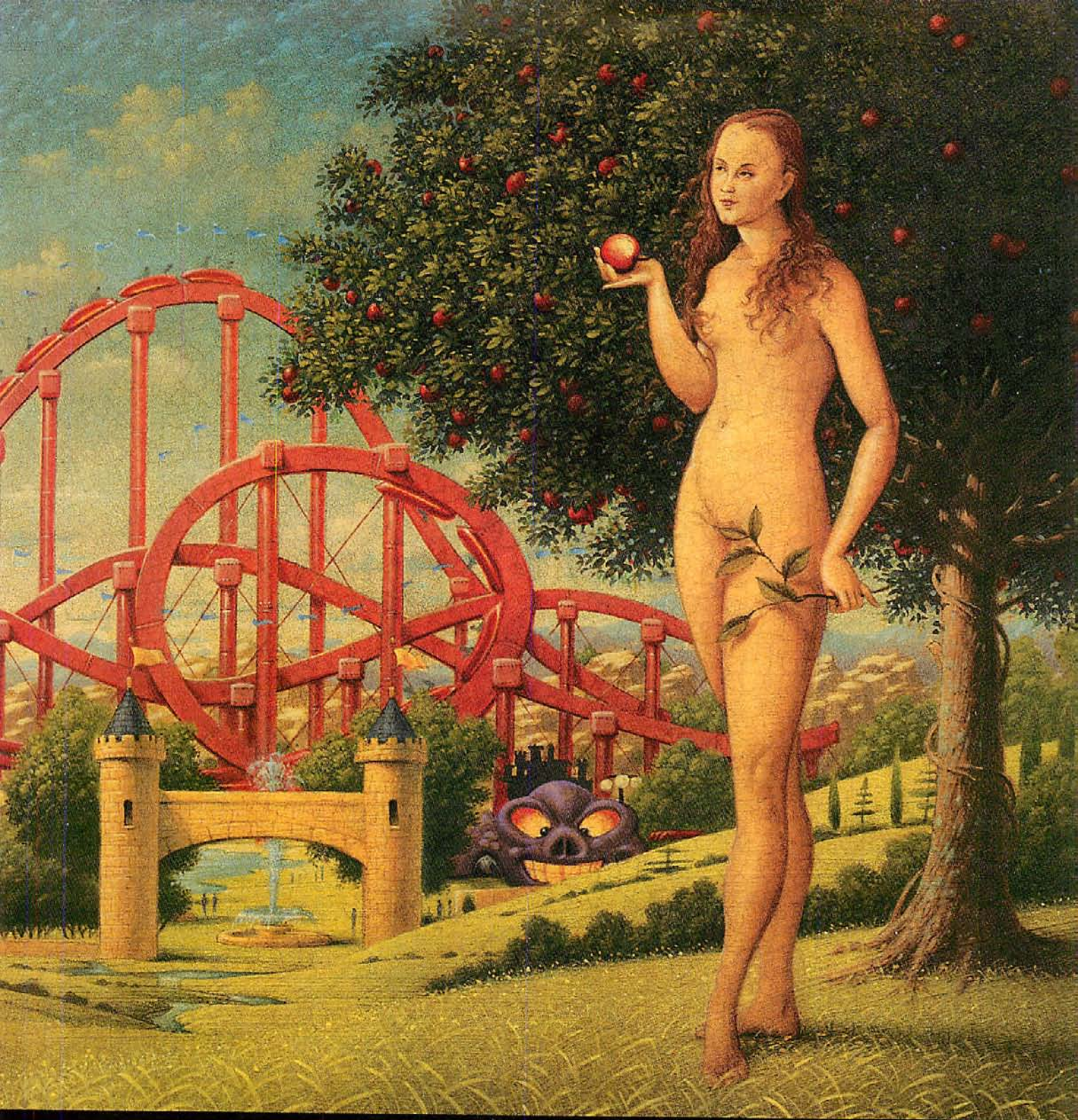
Choose from over 30 rides, shops and attractions, including 5 rides you design yourself.



Compete against 40 parks in 6 categories including richest owner and customer satisfaction.



Experience the joys of management, including hostile takeovers and real-time arbitration.



THINK YOU CAN DESIGN AND BUILD THE GREATEST AMUSEMENT PARK IN THE WORLD? YOU SELECT THE SITE, YOU LAYOUT THE RIDES. IN FACT, YOU CONTROL EVERY ASPECT OF RUNNING A HIGHLY PROFITABLE AMUSEMENT PARK; FROM HIRING EMPLOYEES, TO DEVELOPING NEW RIDES, TO MAINTAINING AN ADEQUATE SUPPLY OF SOFT DRINKS. ANY MISTAKES AND THE BUSTLING HORDES OF FUNSEEKERS WILL LET YOU KNOW! OH, AND THAT MERRY-GO-ROUND IN FLAMES IS A CLUE TOO.

AVAILABLE FOR IBM® FLOPPY AND CD ROM, MACINTOSH® FLOPPY AND CD ROM, AND 3DO™. VISIT YOUR LOCAL RETAILER OR CALL 1.800.245.4525.

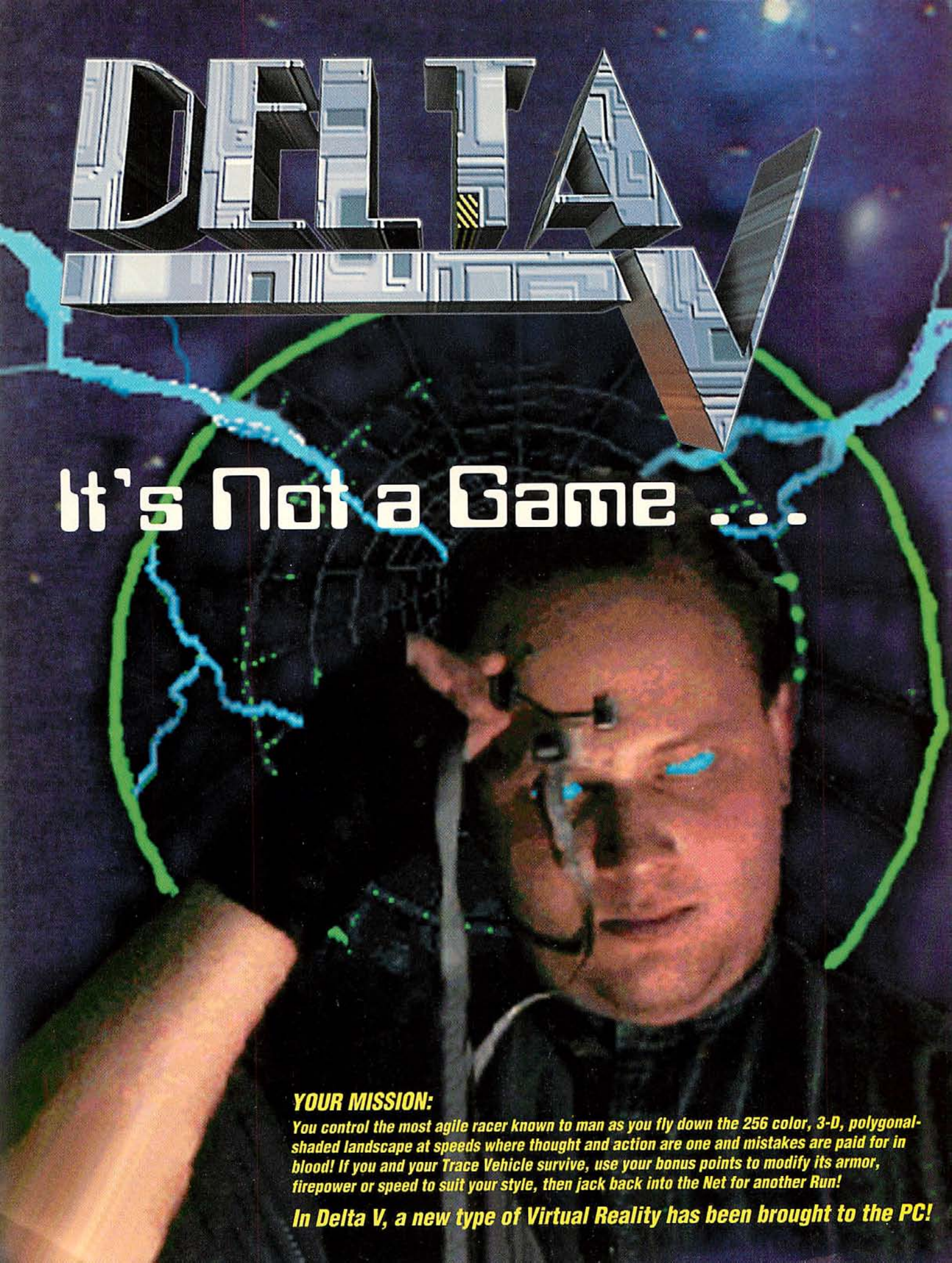
Circle Reader Service #138

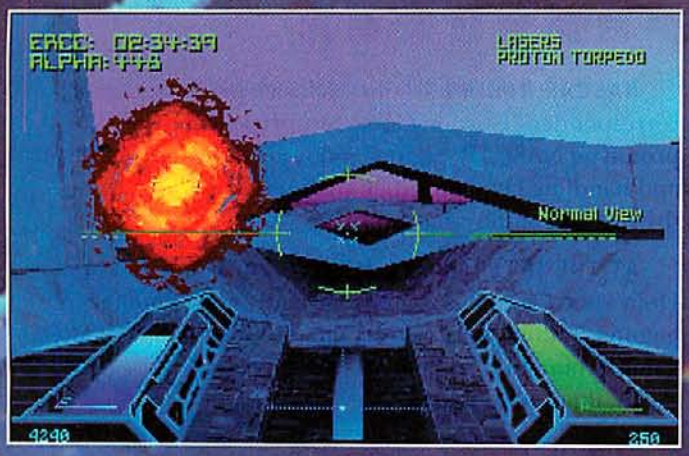
BULLFROG PRODUCTIONS LTD

ELECTRONIC ARTS®



IBM is a registered trademark of International Business Machines. Macintosh is a registered trademark of Apple Computer, Inc. 3DO is a trademark of The 3DO Company. Bullfrog and the Bullfrog logo are registered trademarks and Theme Park is a trademark of Bullfrog Productions, Ltd.


DELTA V
It's Not a Game ...
YOUR MISSION:
You control the most agile racer known to man as you fly down the 256 color, 3-D, polygonal-shaded landscape at speeds where thought and action are one and mistakes are paid for in blood! If you and your Trace Vehicle survive, use your bonus points to modify its armor, firepower or speed to suit your style, then jack back into the Net for another Run!
In Delta V, a new type of Virtual Reality has been brought to the PC!







L6 12-09-2147 - 17H34.48

"So chummer, you want to know about runnin?

"The Net's the most dangerous cyber-dream you'll ever have, 'cept it's not a dream. You gotta be ruthless and quick, huggin' the lattice like an Olthan lungworm on a Borian air-grazer. Once you jack in, it's just you and your Trace.

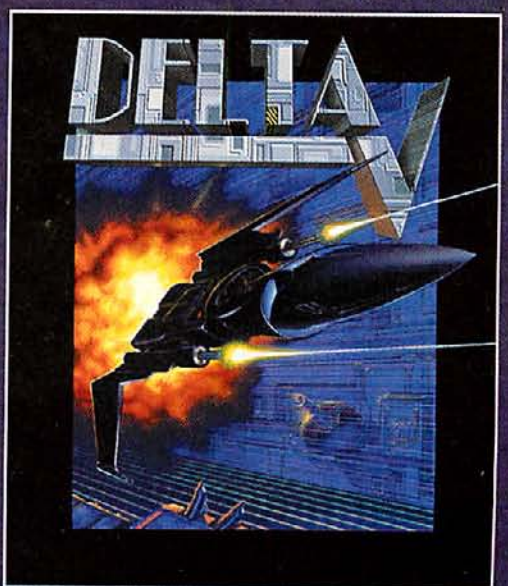
"Like I always said, Netrunnin' is like a drug, the speed gets you higher than a 'ject of Cephilene Blue, but a mistake'll leave you deader than a jacked out straightliner.

"That chum, is as permanent as it gets . . ."

END

—GROTHAN JHIR, ex-Netrunner.

. . . It's a State of Mind



BETHESDA SOFTWORKS™

Currently Available on IBM PC

VGA, minimum 386/33 processor (486/33+ really cooks!), minimum memory 590K Ram, 2MB EMS memory and high density disk drive required. Supports: Roland™, SoundBlaster and Gravis Ultrasound.

Copyright© 1994 Bethesda Softworks. All rights reserved. Bethesda Softworks and Delta V are trademarks of Media Technology Limited. All rights reserved.



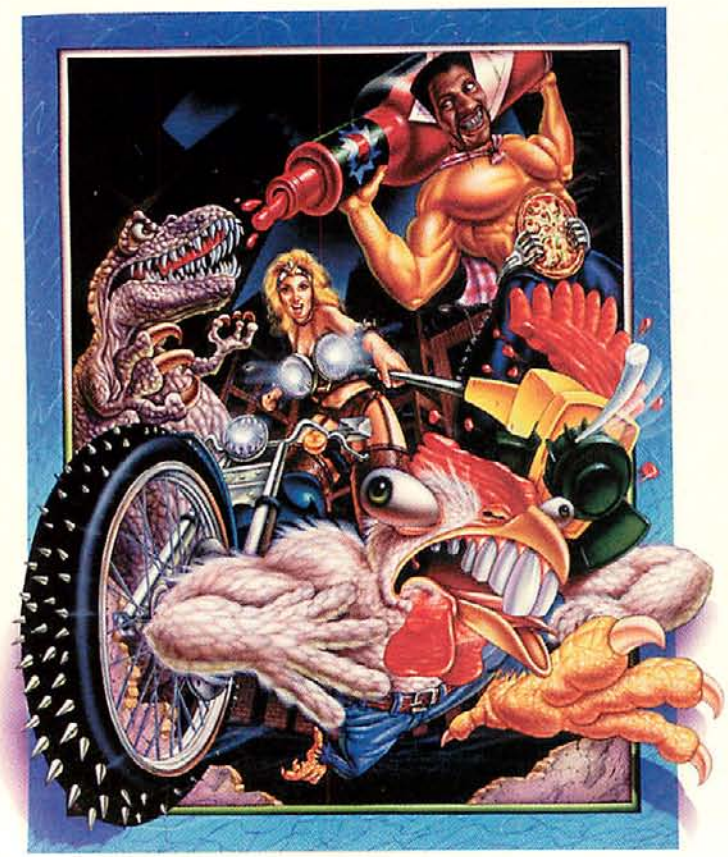
60
Road warrior
round up



COMPUTER GAMING WORLD

AUGUST 1994

46
New Jersey's Finest:
Superhero League of Hoboken



FEATURES

20 **NASCAR RACING** In this exclusive preview, racing correspondent Gordon Goble test drives **Papyrus'** prototype NASCAR engine, and finds that its SVGA beauty and handling characteristics are demanding of both his driving skill and his hardware.

25 **AT THE INTERACTIVE MOVIES** For better or worse, Hollywood continues to make inroads into computer gaming. Johnny Wilson visits the sets of several computer games where film techniques are changing the way we watch, if not play, games.

ADVENTURE/ ROLE-PLAYING

29 **SCORPIA'S STING** *CGW*'s resident prophetess fondly recalls ULTIMA IV and waxes eloquent on the future of role-playing games

38 **AL-QADIM** The mysteries of **SSI**'s adventure/RPG are laid bare by *CGW*'s genie-in-training, Petra Schlunk

42 **INHERIT THE EARTH** Allen Greenberg talks to the animals in **New World**'s furry new adventure

46 **PREVIEW! SUPERHERO LEAGUE OF HOBOKEN** Form of a role-playing game. Shape of a wacky adventure. When adventure gaming's Wonder Twins, **Legend Entertainment** and designer Steve Meretzky, team up, no gamer, at least in New Jersey, is safe. Johnny Wilson visits The League's secret headquarters to get a sneak peek.

ACTION/SPORTS

60 **RACING GAMES SURVEY** Gordon Goble squeals the wheels of four driving games

72 **ORIGAMO** Paul Hyman puts together the pieces of **QQP**'s newest puzzler

76 **STRAT-O-MATIC BASEBALL** Shuffling the lineup cards and stepping up to the plate, Jim Gindin takes a crack at the latest version of this venerable game system

SIMULATIONS

81 **BOGEY'S BAR & GRILL** Tom Basham pauses for a reality check

86 **1942: THE PACIFIC AIR WAR** Journey back to the time of the Spruance, Nimitz and Yamamoto with pilot Doug Fick

94 **PACIFIC STRIKE** Tom Basham finds **Origin**'s new flight sim to be high on cinema, low on frame rate

STRATEGY/ WARGAMES

101 BROADSIDES & GRIPESHOT Alan Emrich examines the differences between strategy games and wargames, with help from SSG's Gregor Whiley

104 WARLORDS II CONSTRUCTION KIT Bob Hayes builds his own battles while building his review of **SSG**'s construction kit for conquerors

108 X-COM Chris Lombardi hasn't been seen much since taking on an alien menace in **MicroProse**'s new squad level strategy game

112 THE GRANDEST FLEET **QQP**'s naval strategy game gets a thorough swabbing by salty dog, M. Evan Brooks

116 GENGHIS KHAN II Razing the steppes of Asia, Terry Lee Coleman retraces the path trod by the all-time great conqueror

122 DETROIT After launching an auto company, Alan Emrich and Petra Schlunk search to find a game between the spreadsheets

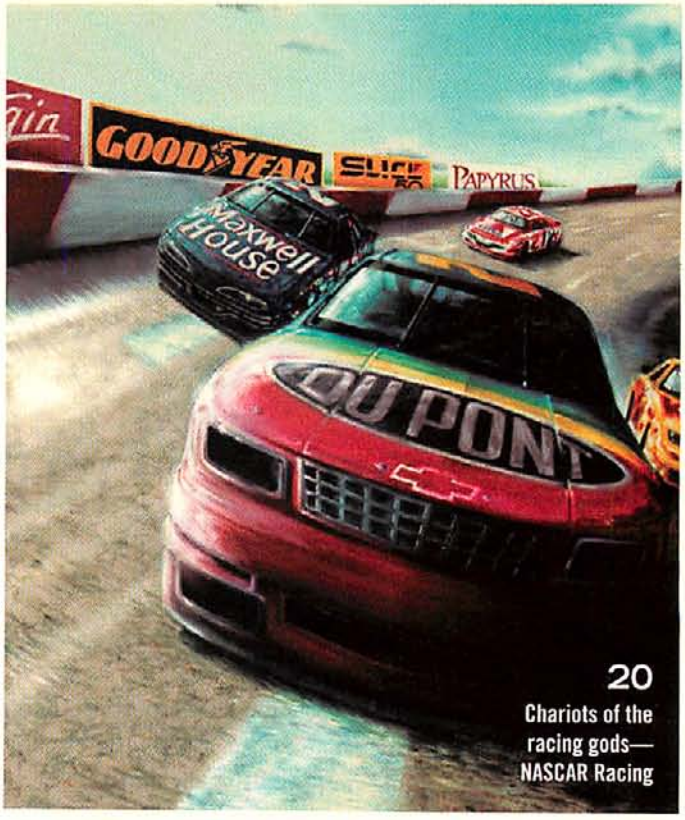
124 ULTIMATE DOMAIN Tim Carter lords over **The Software Toolworks'** medieval creation

128 STRATEGY: OPERATION CRUSADER A battlefield analysis of **Avalon Hill**'s desert WWII wargame, by Robert Meyer



24
The best lines to use on interactresses





20
Chariots of the racing gods—NASCAR Racing



94

DEPARTMENTS

8 FROM THE PUBLISHER Transformations

10 EDITORIAL Housebroken Editors

12 INTERFACE Letters From The Gaming Elite

16 READ.ME What's The Buzz?

132 OPPONENTS WANTED Personal Ads For Players

134 SHAREWARE SHOWCASE New Shareware Action

140 HEX, BUGS & ROCK 'N ROLL Game Technology

148 UNDER THE HOOD Hardware Tips

152 NOW PLAYING What's New On The Shelves?

157 HALL OF FAME Best All-Time Games

158 SCORE Readers Rate The Top Games

160 PATCHES Game Files To Kill Bugs Dead

161 THE RUMOR BAG Primus Paternus

From the Publisher



You Can't Change That!

by Russell Sipe

At the recent Computer Game Developer's Conference (CGDC), I ran into an old friend. She is one of the top computer game designers in the business. In 1981 she designed the classic CARTELS AND CUTTHROATS for the Apple II. In 1983 she became a regular writer in *CGW* with her column, *Dispatches: Insights From the Strategy Game Design Front*. In the same year she designed M.U.L.E. which to this day is still one of the very best computer games ever conceived. In fact, rumor had it that a redesign of the game was in the works.

M.U.L.E. was designed by Dani Bunten. She used to be named Dan Bunten. That's right, she made the Big Change. When Dani came to the CGDC in 1993 for the first time as a woman (she had been coming many years as a man), she was prepared to discuss the change. Dani spent several informal sessions with many of her friends and fellow designers describing why this was the right choice for her. In addition to discussing the emotional and chemical aspects of the change, she described how at the conclusion of a 12 month process, an operation would be performed to complete the transformation.

A year later, when I ran into her in a hallway at the 1994 CGDC my first words were "Well, if I remember the schedule right, it must be finished now," commenting on the fact that the operation was to have been done. In her distinct Southern drawl she replied, "Well...I didn't do it."

"What? Why not?"

"Oh...," she said pensively, "they wanted to put in guns and bombs."

"Excuse me?"

"Electronic Arts wanted me to put guns and bombs in M.U.L.E. so I decided not to redo the game."

Dani saw the look of utter hilarity on my face and realized that we had been having two very different conversations. We both had a good laugh.

Changes are all around. Some are harder to understand than others. Dani went through with the operation and is now a woman; I think I'm learning to live with that. But guns and bombs in M.U.L.E.? That's unnatural! That's a change I can't accept. Perhaps Electronic Arts will reconsider. M.U.L.E. is a classic that the new generation of gamers is poorer for not having played. They should get a chance to enjoy it in its original, award-winning form.

Come on EA, give us M.U.L.E. with Smithore and Crystite as its creator intended, not with bombs and guns.

AUGUST 1994, NUMBER 121

COMPUTER GAMING WORLD

Publisher	Russell Sipe
Associate Publisher	Jonathan Lane
Editor-in-Chief	Johnny Wilson
Editor	Chris Lombardi
On-Line Editor	Alan Emrich
Managing Editor	Ken Brown
Technical Editor	Mike Weksler
Assistant Editor	Terry Coleman
Art Director	Susan Zurawik
Graphic Artist	Jack Rodrigues
Production Assistant	Christine Kloss
M.I.S. Manager	Gene Allen
Advertising Manager	Lee J. Uniacke
Advertising Sales Coordinator	Kathy Garcia
Account Representative	Marci Yamaguchi
Contributing Editors	Scorpia *(Adventure Games)*, Evan Brooks *(Wargames)*

Contents are copyrighted by Ziff-Davis Publishing Co., 1994.

Subscription Rate: The subscription rate is $27.94 for a one year subscription (12 issues). Canada and all other countries add $11.00 for postage. Airmail subscriptions are $78.00 per year. Canadian GST registration number is R123669673. Payment must be in U.S. dollars made by check or money order drawn upon a U.S. bank. Visa, MasterCard, AMEX accepted.

Subscription Services: For subscription service questions, address changes or ordering information, call toll free (800) 827-4450 within the U.S. and Canada. All other countries call (303) 447-9330 or fax to (303) 443-5080 (international subscribers only) or write to Computer Gaming World; P.O. Box 57167, Boulder, CO 80322-7167.

Back Issues: For back issues (subject to availability), $6.00 per issue ($8.00 outside the U.S.), send check, money order or credit card information to Back Issues Dept., Ziff-Davis Publishing Co., P.O. Box 53131, Boulder, CO 80322-3131.

Psalms 9:1-2

CompuServe (76703,622)

America On-Line: CGW

Prodigy: EXPT40B

GEnie: CGW

Internet: 76703.622@compuserve.com

Telephone: (714) 283-3000

Fax: (714) 283-3444

For advertising information only, call:
Lee J. Uniacke, (714) 283-3000 x41

Printed in the U.S.A.

FALCON NORTHWEST ANNOUNCES A NEW POWER FOR A NEW AGE OF GAMING: THE MACH Vp- THE WORLD'S FIRST PENTIUM POWERED GAMING PC!

MACH V



Now there are 3 models of the ultimate gaming machine! Fill your need for speed!

FAST... 40 VGA FRAMES PER SECOND!

The MACH V Basic: for performance on a budget

Intel 486 DX/2-50™ MHz processor, 4 Megs of RAM, 255 Meg hard disk

$1,995

FASTER... 45 VGA FRAMES PER SECOND!

The MACH V: The original with some new twists

Intel 486 DX/2-66™ Processor, 8 Megs of RAM -NEW!, 255 Meg hard disk

$2,495

UNREAL... 50 VGA FRAMES PER SECOND!

The MACH Vp Pentium: the fastest game machine on the planet!

Intel Pentium™ processor, 512K of static RAM cache expandable to 2 Megs, 8 Megs of RAM, 425 Megabyte hard disk w/256K cache

$3,495

Standard Features:

100% Compatible with All IBM™ PC Software
Falcon VESA Local Bus Motherboard, 256K Cache, AMI BIOS
VESA Local Bus Graphics Board with 1 Meg- 16.8 Million Colors!
Falcon VESA Local Bus Hard Drive Controller Card -4 megs/sec!
RAM expandable to 32 megabytes
TEAC 1.2 & 1.44 Floppy Drives
MPC™ Level 2 Compliant 250ms Double-Speed CD-ROM Drive*
SoundBlaster PRO™ with Multimedia Encyclopedia on CD-ROM
Shielded Multimedia Speakers with Bass Boost
CH Products FlightStick PRO™ 4 Button Joystick
CH Products Automatic Speed Sensitive Dual Gameport
Mini-Tower Case with 250 Watt Power Supply
Two Cooling Fans with Temperature Sensing
14" Non- Interlaced SVGA Monitor, .28dp, Edge-to-Edge Display
101 Key Keyboard with Dustcover
MS-DOS 6.2™ & MS-Windows 3.1™ - NEW
3 Button Serial Mouse
UL, CSA, TUV,VDE & FCC Class B Approvals
One Year Parts & Labor Warranty
One Year On-Site Service Policy
* Not Included with MACH V Basic model

But don't take our word for it . . .

"if you want to go all out for games, the Falcon is the best bet for your money."
-Computer Gaming World

"They [Falcon's techs] are always available and will spend time to work with their customers. The system is just perfect for our needs and makes running simulations a real pleasure."
-P.C. Combat Simulations Magazine

"My Falcon MACH V lets me run all my games with the detail settings on high and I am still able to scream through the frames."
-Keith Stadler, Wilmington, NC

"Compared to the MACH V, XXXXXXX 2000's [DX2/66] system ran like @#%&!"
- Gary McMillan, Fairbanks, AK

"Every game I've bought, every program I've bought, has worked perfectly on the MACH V!"
- Perry DiMarco, Howard Beach, NY

"It screams!"
-Paul Gentry, Portland, OR



THE FALCON MACH V: THE ULTIMATE GAMING MACHINE™

THE MACH V IS PERFECT WHETHER YOUR MACHINE IS A DEDICATED GAMER, OR YOU ALSO USE IT AS A BUSINESS, SCHOOL, OR HOME COMPUTER. YOU CAN CUSTOM FIT THE MACH V FOR YOUR MISSION WITH THESE UPGRADE PACKS:

BUSINESS PRODUCTIVITY PACK:
WINDOWS FOR WORKGROUPS 3.11
CITIZEN GSX-220 24 PIN PRINTER
250 MEGABYTE TAPE BACKUP
$375

STUDENT PRODUCTIVITY PACK:
CITIZEN GSX-220 24 PIN PRINTER
MICROSOFT BOOKSHELF CD-ROM
W/DICTIONARY,THESAURUS,&MORE
$275

EXTREME SOUND PACK:
SOUNDBLASTER 16 ASP
SONY SATELLITE/SUBWOOFER SPEAKERS
(YOU GOTTA HEAR THESE!)
$275

ENHANCED VISION PACK:
MAG MX15 - 15" 1280X1024
DIGITAL MONITOR, SUPER HI-REFRESH
1 MEG VIDEO MEMORY UPGRADE
$325

FALCON NORTHWEST
COMPUTER SYSTEMS
263 South Bayshore Dr. Coos Bay, OR 97420
Ph: (503) 269-0775 Fax:(503) 267-2575

To Order Call:
1-800-258-6778

VISA & MasterCard Accepted
Financing Available On Approved Credit.

Trademarks are the property of their respective owners

Circle Reader Service #141



Old Journalists Can Learn New Tricks

by Johnny L. Wilson

AT A RECENT AWARDS BANQUET I ATTENDED, A RESPECTED JOURNALIST WITH A NATIONAL NEWSPAPER won two awards. The first award was given early in the ceremony, and the journalist didn't realize that, to keep up the pacing of the awards, recipients were supposed to enter on one side of the stage and exit on the other. So, immediately after he approached the stage from the wrong direction and slowed the awards process, the master of ceremonies asked all other recipients to enter one way and exit the other. When the second award was given, the journalist followed the instructions to the letter and, upon receiving his trophy, said, "Who says that journalists aren't trainable?"

During our recent redesign, certain recurring requests from our readers began to weigh on me. As a result, I had the opportunity to shock and surprise some of my colleagues. I calmly announced that I had completely reversed myself on a long-held editorial position and asked the other *CGW* editors what they thought about the change. To my surprise, most of the editorial staff felt that it was "about time" we made the change and my publisher, who had attended the same awards ceremony, paraphrased the newspaper man by saying, "Who says old editors aren't trainable?"

We made that change and others almost as radical during our redesign. As a result, early response to the redesign seems to be very favorable. So, we have once again decided to think heretical thoughts and consider changing the way we do things. Two articles in this issue make it particularly convenient to introduce these minor reforms. The first is this month's Bogey's Bar & Grill where Tom Basham presents a very convincing definition of a simulation. The second is this month's Broadsides & Gripeshot where Alan Emrich reprints some very funny observations on WARLORDS II vs. V FOR VICTORY in the race for Premier Wargame of the Year.

We have no intention of being like the comedy routine where Tommy Smothers responds to his brother's admonition to "Think about it!" by sticking to a totally ridiculous assertion and saying, "I've thought about it. I've considered it, and you're wrong!" Instead, we have decided to reconsider, reevaluate and make it right.

First, the X-WING problem. When X-WING was first released, several of the editors saw a marked distinction between the simulation aspects of the product and the product with which it was most compared, WING COMMANDER. We perceived WING COMMANDER as being, basically, an arcade shoot-'em-up using simulation-style technology and presenting a branching storyline. We were happy, Chris Roberts was happy (especially when the game was selected as the Overall Game of the Year), and none of you, our readers, seemed to have a problem with that classification. With the X-WING game, however, we knew that Larry Holland was trying for more of a simulation feel. So, we saw no real problem with labeling one game an Action game and the other as a Simulation. We were happy and Larry Holland was happy (particularly when the game was selected as Simulation of the Year), but most of you weren't happy. We received lots of cards and letters complaining about our decision, but we stuck with it.

After editing Tom Basham's column for this month, we decided that we had made an error. Even the flight model in X-WING is much more like an atmospheric flight model than anything you'd expect to experience in space. Like Tom, we think that simulations should model real-world experiences. So, we are going to change the classification on X-WING and all its sequels to that of Action. There comes a time when you have to be consistent with your own rules and definitions. Now is that time.

Next, the WARLORDS problem. After we had awarded WARLORDS the honors as Wargame of the Year, we published new, tighter definitions of what we considered to be a wargame. Our more precise definition called them "command perspective strategy games which are usually based on historical events." To be sure, we could appeal to the use of the adverb "usually," but you knew what we meant. You wrote to us about how great WARLORDS was as a game, but complained that it wasn't a wargame. We defended our position by pointing out that these fantasy battles used combined arms in almost exactly the same way as World War II battles. You didn't buy it.

To be consistent, we compounded the problem by nominating WARLORDS II for Premier Wargame of the Year, this year. Several of you, Gregor's hilarious contribution to the fray notwithstanding, called us on it, claiming that it was inconsistent with our usual position. You win. Though we will still refer to WARLORDS as a Wargame of the Year winner, we will immediately recategorize it as a strategy game. In the future, we will do our best to restrict the Wargame category to those games that have a historical basis.

So, to paraphrase the introductory question, "Who says old *CGW* editors aren't teachable?" We not only listen to you, but we sometimes change our minds.



Ultra-detailed, smooth scrolling VGA graphics



Explosive cinematics and sound tracks



Supports all major sound cards and game controllers



27 enormous levels, each with at least one boss ship



Discover many undocumented enemies

CYGNUS STUDIOS

APOGEE™ SOFTWARE

P.O. BOX 496389
GARLAND, TX 75049

SO MANY TARGETS, SO LITTLE TIME!

RAPTOR

· CALL OF THE SHADOWS ·



"*Raptor* is the best shareware title since *DOOM!*"
-- Computer Gaming World, June '94

The Raptor, a super-tech bird of prey with enough state-of-the-art firepower to crush any foolhardy opposition. As if twin machine guns that can rip holes through 6-inch steel plates weren't enough, the Raptor can be upgraded with 14 hard-core weapons that go beyond intense, straight to overkill! Your mission: Kill for cash, and leave nothing standing in your wake!

"If you thought your PC could never play a scrolling shooter, think again...you're bound to lose your cookies over ***Raptor***. It has some of the hottest graphics ever seen...and the sound will astound you. It's a superstar!" -- **Interactive Entertainment, May '94**

Order ***Raptor*** today! Normally $34.95, save $5 if you mention **Computer Gaming World.**

CALL 1•800•GAME•123 24 HOUR ORDER LINE

Or, download the shareware episode from Software Creations, Apogee's home BBS (where you can get ALL of Apogee's shareware games free of charge). Just call the numbers below and check out Apogee's file section, #1 of course!

(508) 365•2359	(508) 368•7036	(508) 368•2032
2400 BAUD	9600-14.4K	14.4-16.8K

"*Raptor's* voracious gameplay eats other shooters for lunch!"
Chuck Miller -- CGW, June '94

Raptor: Call of the Shadows requires an IBM™ or 100% compatible 386 or better computer with 2 MEG RAM (4 MEG recommended), a VGA graphics card and 12 MEG free space on a hard disk drive. Joystick and mouse are optional. Supports all major sound cards.

All trademarks are the property of their respective owners.

Circle Reader Service #43

A003CGW

Interface

LETTERS FROM CGW READERS

A CONNECTICUT SENATOR IN CGW'S COURT

Mr. Wilson's editorial on the video game rating system being advocated by Senators Lieberman and Kohl shows shortsightedness as to likely future avenues in PC entertainment software. Sen. Lieberman questioned the basis for an implication that there was a distinction between PC and fixed platform interactive entertainment software. Mr. Wilson failed to adequately explain that distinction in his editorial. Mr. Wilson points out the distinction between production and manufacturing of PC software and fixed platform software. The rating system would not (and should not) be concerned with the process, only the entertainment software content. Therefore the "hardware" distinction is irrelevant.

A better point is the relative "game size" between PC and video games. But, while this may hold true now, it may not be valid a few years from now. What effect the "game size" has on the length of time for review is not a strong enough argument to justify that the rating system and review panel process is flawed.

That leaves only the audience distinction. The cry that "... there is a marketplace of mature gamers" does not justify that distinction. Obviously, the game rating system was conceived with the perception that gamers come in varying ages and maturity levels; hence, the need to rate game content accordingly. Although the PC market is a "largely adult audience," who can say how long that will be true?

Already, *CGW* carries advertisements for CD-ROM "ADULT" software. With such eloquent titles as "B. Babes 2," "High Volume Nudes," and "L.A. Strippers," I am sure no one expects (or would like to see) these titles be displayed alongside the next Mario Bros. cartridge in the local mall software store. As CD-ROM is quickly becoming the industry standard for entertainment software, pornography will undoubtedly cash in on the video-quality interactive entertainment revolution. Additionally, the video content of interactive CD-ROM software will allow for the most realistic portrayal of violence and gore.

Sen. Lieberman is ahead of the game. Why not establish a rating system now, before the need for such a system is overdue? Rather than complain about the make-up of the companies advocating the plan, *CGW* should encourage more PC software companies to become involved in the game rating system's development. Prodding your readers to write to the Senators is misdirected.

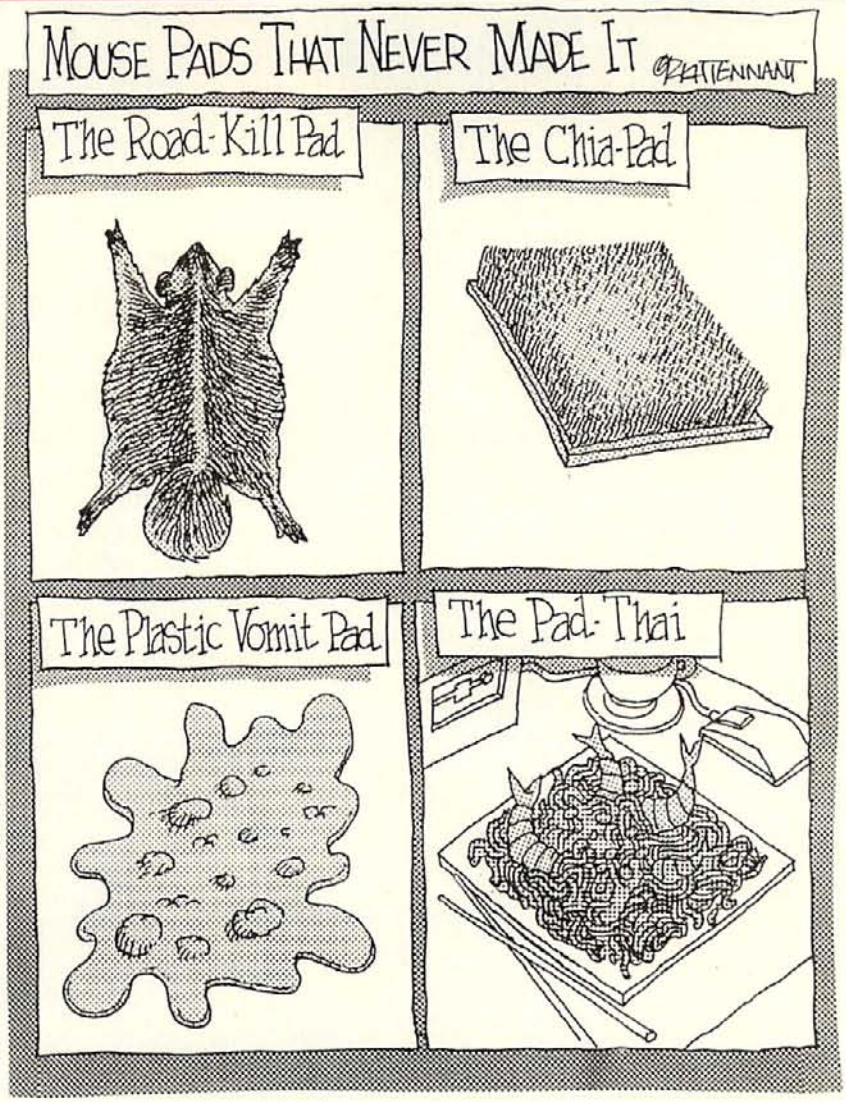
Finally, as to the "price" to be payed (sic) of "limited subject matter, late game releases, and higher prices," we are seeing that already, without the influence of any rating system.

Mike Sullivan
Manchester, CT

Johnny Wilson responds: We find it very offensive to think that encouraging our readers to participate in the democratic process is misdirected. We think it is very well-directed. Further, your letter underscores some basic misconceptions regarding the issues.

First, our campaign for informative labeling precedes that of Senator Lieberman by many years. The July/August 1990 issue espoused clear labeling of potentially offensive content for everyone—not just children. Prior to that, we introduced the issue at a Software Publishers Association Consumer Section meeting. The senator was not way ahead of us on anything. We want to offer information rather than regulation as the key to meeting some very real needs of parents and other consumers. You suggest that the Sena-

The 5th Wave **By Rich Tennant**



Here Are Four Good Reasons to Try Epic Pinball Today.

Space Journey



Cyborgirl



Pangaea



Toy Factory



Award-winning Epic Pinball offers realistically fluid ball movement, a high-quality sound track and ultra-smooth scrolling graphics. It's all here: ramps, sink holes, kick-backs, drop targets, multiple-ball play, jackpots, skill shots and scoring rules just like real pinball tables.

The four tables shown above make up Pinball Pack #3. Individual packs are $29, two packs are $49, all three packs are $59 or get the CD-ROM with all three packs plus an exclusive new table for only $64. Epic Pinball combine great pinball action with great gaming value.

"Epic Pinball rings up a high score" - Computer Gaming World

"Up there with the best of the commercial releases", rated 91% - PC Format

"Perfected to the peak of playability", rated 5/5 - PC Power

Here's How To Try It.

SHAREWARE TRY IT TODAY!

On CompuServe, GO EPIC. You can download an Epic shareware game virtually free every month and visit the Epic forum for hints, tips, technical support and to download our other shareware games. From GO EPIC you can also buy and download Epic games, like Epic Pinball, instantly. For a free CompuServe sign-up kit, call (800) 524-3388 and ask for representative #536.

EXEC-PC, the world's largest BBS, let's you download Epic shareware games on your very first call. Call (414) 789-4360 (V.32bis). Or, check your local BBS.

No modem? Call our toll-free line with your VISA or MasterCard ready and for $5 we'll send you the shareware version. You may also be able find the shareware version at your favorite software retailer.



Super Android, the upgraded shareware version, now with stereo surround sound!

EPIC MEGAGAMES

TO ORDER CALL EPIC MEGAGAMES 1-800-972-7434

VISA, MasterCard and Checks accepted. MD residents please add 5% sales tax. Please add $4 shipping and handling to above prices. Each order includes a bonus shareware game.
In the U.K. or Europe please call Epic MegaGames UK at 0767 260903.

Epic MegaGames · 20 Courthouse Square, Rockville MD, 20850 · Phone (301) 983-9771 · Fax (301) 299-3841

tor is more visionary than we are because he wants to lump children's entertainment (video games) and more mature entertainment (computer games and multimedia) into the same ratings milieu. Frankly, I would suggest that we are attempting more for the future than the senator because we are trying to inform all consumers, not just children.

Second, we regret that we did not have sufficient space to spend three pages explaining the differences between platforms with regard to design philosophies, competitive time-frames and market controls like we did in our lengthy letter to the senator, but we assure you that they are significant. The truth is that adjusting the way computer game companies develop product to the way video game companies develop product would reduce creativity with regard to subject matter, flexibility with regard to technological development, and accessibility with regard to market sources. We don't see any of these as a good thing.

Third, we have been implementing new ad standards. The department which handles advertising is separate from that which handles editorial for obvious reasons. Most of the time, the first time that editorial staffers see ads is when the magazine comes off the press. The truth is, even if we had to "make the call" on the appropriateness of every single ad, we would find ourselves constantly torn between our respect for free speech and our desire to publish a magazine that reflects good taste.

The following are some other responses we've received on this issue:

I was appalled upon hearing about the new game ratings being considered by Lieberman and Kohl! It's absolutely outrageous. By doing what they plan to do, it would ruin the very fragile industry of computer gaming, if not totally destroy everything it stands for, which is the freedom of speech and thought. Somebody should stop them before they get any further.

Michael Doty
Hemando, FL

Tell the government to mind its own business and leave the gaming world alone. They need to clean up their own messes first.

R.W.B.
Eagle River, AK

VIRTUALLY RELEVANT

The other day, I was virtually resting (lying on the couch) and virtually listening to (reading) your magazine and I decided to use my virtual tongue (pen) and virtually speak (write) a virtual monologue (letter) about how the virtual noun (adjective) "virtual," as it is used by virtual salesmen (advertisers) is a completely meaningless word used to describe virtually anything (everything) to make it sound more interesting than it is.

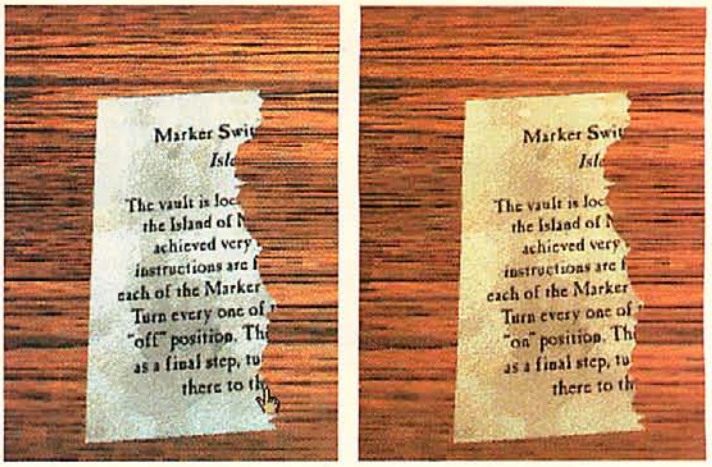
Sean Delk
Washburn, IA

Today, we used our virtual ear (your CGW Poll card) and virtually heard (read) your virtual monologue (letter). We decided to virtually speak (publish your letter) with you and open a virtual dialogue (respond). Sean, you are absolutely right. Unless we're talking about a full immersion experience, we try to refrain from using the term "virtual reality."

PLAY MYST FOR ME

I have been playing MYST on the PC recently, while comparing notes with my friends who have been playing it on the Mac. I have spotted a couple of possibly malicious anomalies (not bugs). Regard the "half-a-note" found in the Stoneship Age. On the screen capture from the Mac, the clue reads "on;" from the screen capture from the PC, the clue reads "off." The clue provided for the PC is false; the game does not play out that way.

The second anomaly is also in the Stoneship Age. In the stairwells into the rock, to the underground chambers, there are doors (one to each stairwell) which lead to a third chamber. On the Mac, those doors are distinguished by a red square. On the PC, the palette has been adjusted so that the square is invisible. This is not a problem of monitor calibration; the difference between the PC and Mac versions of the shot are visible when you place both screen captures on the same screen.



GUERRILLAS IN THE MYST These two screens from Broderbund's MYST seem identical twins at first glance, but a crucial switch was flipped in the conversion from Mac to IBM. An innocent typo, or an intentional slight?

I have tried to talk to Broderbund Customer Service, which transferred me to Technical Assistance. The tech said they were aware of the problem, but would not give me a name or address at Cyan to write to. A friend of mine got in touch with Broderbund via America Online and described the problem of the note; their answer was that it was a "typo."

I find that answer disingenuous. The game was put together properly on the Mac. A series of still shots were created, 2,500 in all, we are told; there should have been no reason why any of these would have had to have been done again. Someone had to do a little additional work to substitute "off" for "on" on the note. The adjustment of the palette, to make the red square invisible, is not so obviously a case of mischief; but given the clear evidence of mischief in the note, I have to suspect the palette switch was deliberate, as well. Both of these things are limited to the Stoneship Age; I would expect that someone with limited responsibility in creating the MPC version of the game thought this would be a cute jape.

I would guess that some happy Mac partisan was thumbing his nose at poor PC users. As a graphic artist working on the PC, in a field where there is a preeminence of Macs, it is an insult I am sensitive to. Why don't I use a Mac? Because when I started using a computer with my work, the Mac was not available. And when it did come out, it was more expensive than a PC. If I made more money, maybe I'd have a Mac; maybe I'd have a car too. For a Mac user to be spitting on me for using a PC is like some motorist spitting on me for riding a bicycle.

Robert Rusick
Rochester, NY

It seems you've got an interesting case, Robert. Perhaps an explanation from Broderbund and a patch are in order? What say you Broderbund?

SOONER DONE THAN SAID

I think you need to do an in-depth look at Impressions Software. From European importer to computer game pact in the U.S. is a major achievement.

Lowell Denning
Silver Spring, MD

Our company report on Impressions Software appeared in the February, 1993 issue of CGW (#103). The issue should still be available as a back issue.

FEAR.
EXHILARATION.
COURAGE.
MADNESS.
BRAVERY.
EVIL.

All in one little box.

LORDS OF MIDNIGHT

DOMARK

COMING IN JULY '94.

For order information call **800-695-GAME** today.

Circle Reader Service #132

READ.ME

THE LATEST NEWS FROM THE GAMING WORLD

Back To The Virtues

Origin System Recasts The Fate Of The Avatar

In response to early criticism of ULTIMA VIII: PAGAN, **Origin Systems** has reconsidered the direction of their best-selling series. In a recent interview, Origin informed *CGW* that ULTIMA IX would be returning "back to the virtues that made ULTIMA as distinctive as it was originally."

As a first step in the return of virtue, Richard Garriott, the creator of ULTIMA who is known to his fans as Lord British, has given the ULTIMA IX helm to Warren Spector, Garriott's producer on both ULTIMA V and ULTIMA VI. Spector, a former paper game designer for **Steve Jackson Games** and science fiction novelist, told CGW that the first design session he chaired was begun by reading all of the gamer correspondence about ULTIMA VIII: PAGAN. The design team discussed the fact that there were many longtime ULTIMA fans who felt like the latest game design had moved too close to action gaming and strayed too far from the strengths of the series: the virtues, story and character interaction.

Spector believes that ULTIMA IX will be able to build on the concept of avatarhood without being as obvious as in ULTIMA IV, the game many believe to be the high point in the series. Spector suggested that the ULTIMA IV was revolutionary in its time, but still reflected a series of unconnected quests (one for compassion, one for courage, etc.) rather than the pursuit of an avatar with an integrated character. Though he wasn't certain how they would implement the quest for virtue, he was emphatic that the virtues would be a key element in the next installment. "If," he stated candidly, "we can get some of our followers who were disappointed in PAGAN to try ULTIMA IX, we don't think they'll be disappointed."

In affirming his confidence in Spector, Lord British reminded us that he considers ULTIMA V to be the high watermark of the series in terms of story. He confirmed that he would be working with Spector's design team on ULTIMA IX, but that he needed the kind of vision Spector had displayed in working on ULTIMA V and VI in order to make a success of ULTIMA IX.

For a detailed discussion of the virtues of virtues, see this issue's *Scorpia's Sting* on page 29.



ULTIMATE CUSTOMER SERVICE Richard Garriot, creator of ULTIMA, has heard the cry of his fans, and will try to bring back the old avatar magic in ULTIMA IX.

AFFAIRS IN THE CYBURBS

We're All DOOMed To Meet On-Line

Here's your chance to confront the diabolical designers responsible for the collapse of your social life. From August 1st through the 5th, ZiffNet is hosting an on-line discussion of the sequel, DOOM II, with the DOOM design team, *CGW* editors, and *CGW* Forum Sysop Russ Lockwood. Let the designers know what you'd like to see in DOOM II, find out what they've been conjuring in hell's kitchen, and talk directly with the similarly afflicted. GO GAMEWORLD on CompuServe and post your messages in section 17, Doom.

As if that wasn't enough, you can also find lots of DOOM goodies—new levels, sound enhancements (Three Stooges sounds, nyuk, nyuk), editors, and hints in the *CGW* Forum. Plus you can get your questions answered and share brutally effective tactics with *CGW*'s editors and other point-blank-firing, rocket-launching maniacs like yourself.

ZiffNet is an extended service of CompuServe and carries a membership fee of $2.95/month. CompuServe members should GO ZIFFMEM for details. If you are not a member of CompuServe, call 800-666-0330 to receive a sign-up kit, or have your modem call 800-346-3247 to find your local node. See you in hell!

3D Sound Cards From MediaVision

While **Media Vision**'s stock has taken a beating from exaggerated company valuations, its latest contenders in the sound card arena pack a healthy one-two punch at the competition. The **Media Vision** PREMIUM 3D and PRO 3D sound cards use SRS 3D sound technology and are wave-table upgradable using a Korg-based daughter card. The first VESA-compliant audio cards, they come with either a single SCSI-2 or combined Mitsumi, Sony, and Panasonic CD-ROM interfaces.

The PREMIUM 3D's digital audio is handled with **Media Vision**'s JAZZ 16 chip, which is compatible with SOUND BLASTER and SOUND BLASTER PRO digital audio. FM synthesis is handled with a genuine **Yamaha** OPL3 chip.

The most impressive feature, however, is the **SRS Labs** 3D audio. SRS (Sound Retrieval System) creates a field of sound from any two speakers that seems to come from every direction, eliminating the old stereo "sweet spot." It can make mono music sound stereophonic and even enhances QSOUND (which places sounds at coordinates relative to the listener). Using SRS with a flight sim gives one a strong sensation of being in an actual cockpit.

The add-on daughter card, called the PROFESSIONAL WAVE TABLE UPGRADE, has a whopping 4 MBs of sound samples in ROM. The $199 upgrade to the PREMIUM 3-D will also work on any sound card with a feature connector for **Creative Labs'** WAVE BLASTER. The wave table chipsets used on the Korg-based upgrade are the same that Korg uses in its X-3, i2, and i3 professional synthesizers.

The PRO 3D sound card is **Media Vision**'s answer to **Creative Labs**' AWE32, but it is aimed at gamers rather than musicians. It has a simple installation procedure and works with any General MIDI compatible game without a lot of driver overhead. In short, musicians who wish to upload their own patches to the sound card should look into **Creative Lab**'s AWE32, but for the average gamer, **Media Vision**'s PREMIUM 3-D may be the ticket.

The PREMIUM 3-D has a suggested retail price of $199; the $379 PRO 3-D combines a PREMIUM 3-D SCSI 2 sound card with the Professional Wave Table upgrade. For more information, contact Media Vision at (800) 845-5870.

PLAYING LATELY?

Here are the titles that gamers are spending the most "quality time" with. Let us know which game you've been playing lately, by writing the name of your current addiction in the "Playing Lately?" section of the *CGW* Top 100 poll card.

Readers' TOP 10

Results for *CGW* #119, June 1994

1. **Doom** (id Software)
2. **Master of Orion** (MicroProse)
3. **Elder Scrolls: Arena** (Bethesda)
4. **SimCity 2000** (Maxis)
5. **X-Wing** (LucasArts)
6. **Pagan: Ultima 8** (Origin Systems)
7. **Fleet Defender** (MicroProse)
8. **Privateer/Righteous Fire** (Origin Systems)
9. **Warlords II** (Strategic Studies Group)
10. **Betrayal at Krondor** (Dynamix)

Notable Quotes

Wit, wisdom and caustic quips from gaming's harshest critics

I have never been much of a role-playing fan, but THE ELDER SCROLLS: ARENA has shown me the error of my ways. If there is such a thing as the perfect GRPG, this is *it*.

Daniel Hamlett, Omaha, NE

DOOM—the game of the year? I was bored after 20 minutes?

A.S Fischer, Philadelphia, PA

Look at what MPS has done for flight sims. They have mainstreamed the closet flightjock with FLEET DEFENDER! And they have allowed a great looking program to run on an average size machine. Take note Origin!

Tim Verpoorten, Plover WI

My wife wants to start a MOO widows support group. Psilons, *semper vences!*

J.D. Blume, Dallas, TX

Life Is Sweet In "Chicago"

Microsoft OS Promises Easier Game And Hardware Configuration

Deep within building 12 on the Microsoft Campus, the program which may fundamentally change computer gaming was finally unveiled in an exclusive preview to the computer press. CHICAGO is the next generation, 32-bit operating system from **Microsoft**. It will replace the slower, 16-bit, "Windows layered on DOS approach," and it is designed to make Intel-based computers easier to use.

Boasting impressive built-in SCSI and network drivers, CHICAGO will end CD-ROM installation nightmares with its true "plug and play" SCSI-CD compatibility. And since drivers are built into CHICAGO, DOS sessions can have 600K+ free RAM without any tweaking, and could have more as the software is further refined.

The current Windows File Manager and Program Manager have been merged in CHICAGO into a new "Explorer" file management shell. DOS games are executed by issuing a "File/Run" command from Explorer. **Microsoft** demonstrated this by running DOOM in CHICAGO at speeds approaching the DOS version. In the WINDOOM demo, the game ran in high resolution (640 x 480) with other Windows applications loaded.

Among CHICAGO's more impressive features are those that encompass mobile computing and remote computing. With Remote Access, users engaged in a network game at one location can be joined on their network by a remote player over the phone. And modem users will no longer use arcane "AT" commands—Microsoft's goal is for all modem manufacturers to ship their products with CHICAGO drivers to make configuration simple.

Modem connectivity promises to be simplified as well. Parties may first call one another and talk before clicking an icon to switch to a data connection. After clicking again when the game or file transfer is completed, the parties may resume their conversation.



BUDGETING HELL If you find it tough to balance the ol' spreadsheet now, wait until CHICAGO comes to town.

As with modems, Microsoft expects that all hardware—especially sound cards—will ship with CHICAGO drivers. Audio installation will be in Windows. As for video, MPEG playback software is built into the operating system, and CHICAGO will also handle MPEG playback devices. Graphics are handled by WinG, a 32-bit Dynamic Link Library responsible for the port of DOOM to a Windows application. Additionally, Intel has announced a 3D graphics API for Windows called 3GR.

CHICAGO may bring the computer gaming world one step closer to the "plug-and-play" dream. Certainly, anything that will end the nightmares of installation and hardware configuration will be welcomed with open arms.

Music To The Nth Degree

Top 10 Musicians Form Band To Score Games

Members of the bands **Psykosonik** and **Information Society** have joined to create **Power of Seven Music & F/X**, a group dedicated to creating music and sound effects for games. The first game that will feature their music is a 3D action title from **Raven Software**, the group that developed SHADOWCASTER.

Power of Seven consists of **Psykosonik** bandmates Paul Sebastien, Daniel Lenz, Theocentric Universe, and Michael Mayhem, **Information Society** lead singer Kurt Harland, and former **Paisley Park** producer Michael Koppelman. Collectively, the new group has recording credits for eleven Top 10 pop and dance chart hits including *Welcome To My Mind* and *Silicon Jesus* by **Psykosonik**; *What's On Your Mind (Pure Energy)*, *Walking Away* and *Peace and Love Inc.* by **Information Society**; and **Prince**'s *Gett Off* and *Diamonds and Pearls*.



IN POP FORM Power of Seven's Kurt Harland, Daniel Lenz, Theocentric Universe, Paul Sebastien and Mike Koppelman.

Although most of their chart success has come from techno club music, **Power of Seven** insists that they will not be limited musically to any genre. The group's "interactivator," Paul Sebastien, says "Just because techno is our signature style doesn't mean we don't know how to do anything else. I'm trained classically, and Michael [Mayhem] is just as comfortable creating loud, distorted guitar stuff as Minneapolis-style funk."

The as yet untitled **Raven Software** game isn't the first foray into electronic gaming for the group's musicians. **Activision**'s EXCALIBUR 2097 features five instrumental tracks from

Psykosonik. "The Activision deal is really what got this whole thing started," says **Power of Seven** lead man Theocentric Universe. "It made us realize how natural it is for us to write music for this market, since we're hard-core gamers and all of our work is created via MIDI."

The Power of Seven can be reached on the Internet at pauls@bitstream.mpls.mn.

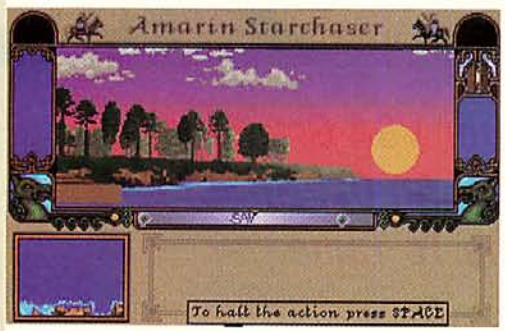
PIPELINE

NAME OF GAME, COMPANY	RELEASE DATE
ACES OF THE DEEP Dynamix	8/94
ACROSS THE RHINE MicroProse	8/94
ARMORED FIST NovaLogic	8/94
ALL-PRO FOOTBALL Accolade	10/94
BATTLEDROME Dynamix	12/94
BIOFORGE Origin	11/94
BRETT HULL HOCKEY Accolade	10/94
COLONIZATION MicroProse	9/94
COMMAND & CONQUER Virgin	11/94
DUNGEON MASTER 2 Interplay	4th Qtr
FPS: FOOTBALL '95 Dynamix	12/94
HARDBALL IV Accolade	11/94
HEROES OF M&M New World	8/94
IRON CROSS New World	9/94
JAGGED ALLIANCE Sir-Tech	9/94
LODE RUNNER: LEGEND Dynamix	8/94
LORDS OF MIDNIGHT Domark	9/94
MASTERS OF MAGIC MicroProse	10/94
METALTECH: EARTH SIEGE Dynamix	8/94
NOCTROPOLIS EA	9/94
PHANTASMAGORIA Sierra	10/94
SIM ANT CD Interplay	4th Qtr
SPACEWARD HO! 4.0 New World	9/94
STAR CRUSADER Take 2	9/94
STAR TREK: TNG Spectrum HoloByte	8/94
SUPERHEROES/HOBOKEN Legend	8/94
SYSTEM SHOCK Origin	9/94
WING COMMANDER III Origin	11/94
WINGS OF GLORY Origin	9/94
ZEPHYR New World	8/94

BETA BITS

LORDS OF MIDNIGHT

Domark's latest project is shaping up to be a role-playing game of a different color. Walking through its free-scrolling 3D environment is a bit like playing an off-road simulator. The huge voxel generated landscape is colorful and dynamic; as a day progresses the sun will climb in the sky, and as the months pass the world will reflect the seasons. We weren't able to see much of the story at this point, but it sounds unique in that you will be able to jump into the skulls of 24 different characters, and when you leave a character, he or she will intelligently go about his or her business. If this non-linear, multi-character story shapes up as well as the graphics have, we might have another BETRAYAL AT KRONDOR on our hard drives. Projected release: September.



STAR CRUSADER

WING COMMANDER and X-WING fans will feel like they've never left home in STAR CRUSADER, another in the "empire vs. the aliens" shoot-em-up genre. What sets this game apart is the ability to play either side in the conflict. As you steadily move up in rank, the game introduces strategic concepts, allowing you to deploy fleets and affect the overall course of the war, rather than being limited by a branching plotline. The designers at **Take 2 Interactive Software** are using both Gouraud and Phong shading techniques to enhance the look of the spaceships and planets, yet have not unduly sacrificed frame rate—even though the game is targeted at owners of 486/33 machines. With some 100 potential missions, there will be plenty of time to enjoy the cool soundtrack and inevitable cinematic sequences. Projected release: September.



STAR TRAIL

The next chapter of **Sir-Tech**'s REALMS OF ARKANIA series will open to find its heroes in a completely different graphical world. The simple movement system of the original has been replaced by a free-scrolling *Ultima Underworld*-style system that will allow you to look up at the ceiling and down at the floor. In addition, many changes have been made in response to criticism from players of the original. You can now hack and slash in two combat modes: a quick, automated system, and the detailed, turn-based system of the original. The auto-map has been improved graphically and functionally (it now has zoom and edit capabilities), and the outdoor, overhead travel system has been given a few positive tweaks. As in the original, your characters will have a detailed set of personal traits, including weaknesses and handicaps. This German design, based on the popular DAS SCHWARZE AUGE paper role-playing system, may offer much to RPGers bemoaning the decline of epic role-playing quests. Projected Release: Fall.





Photo by Larry Maloney

The BEAST Handler

With The Fierce Beauty Of Super VGA Graphics And The Handling Characteristics Of An Ox, NASCAR RACING Will Be One Tough Game To Tame.

by Gordon Goble

IT STARTS WITH A DULL, FLESH-CRAWLING REVERBERATION, AND QUICKLY ESCALATES INTO THUNDER. AS IF TIED TO A CENTRIFUGE, THE UNDULATING SNAKE BEGINS TO CIRCLE WITHIN ITS CONFINES. FASTER AND faster it goes, the segmented serpent tossing aside chunks of itself, only to meld together again and speed ever onward.

NASCAR. Brutal and beautiful, it is host to some of the best drivers and arguably the tightest racing in the world, and it's coming soon to a computer near you.

It's going to look *fantastic*.

That **Papyrus Design Group** is the group of people responsible for bringing the world's premier stock car series to the PC is not a complete surprise. "First in a series from Team Papyrus Racing," it said on the packaging of INDYCAR RACING, and we were all left speculating as to the next logical step. This is it, and if pre-season testing is any indication, NASCAR RACING is yet another breakthrough product from a company that's getting awfully used to podium finishes.

Although actual wheel-to-wheel competition was impossible at this early stage of the game, it can be safely said that Papyrus has once again raised at least the graphical stakes in this game of dueling racing programs, bettering the hand laid down by INDYCAR RACING. Tomorrow is yesterday faster than you can say "multiple car collision" in the sphere of computer game technology, yet the word "ultimate" kept coming to mind as the early NASCAR RACING build flashed before my eyes.

Imagine a driver's perspective that mixes the depth, texture, and intricacies of INDYCAR RACING with the clarity of WORLD CIRCUIT, and you're getting the picture. Logos, numbers and billboards are legible from distant vantage points, walls and barriers are rich with depth, yet suddenly smooth and flowing. Subtle track texture and crisply outlined cars are certainly easy on the eyes, and that is the *high resolution* (640 x 480 vs. 320 x 200 for INDYCAR) environment of NASCAR RACING. Papyrus is shooting for a standard-setting screen refresh rate of 30 frames per second, *doubling* the capacity of INDYCAR. If they even come close to their goal, this officially licensed NASCAR product will surely be one huge gaming step into the future.

Yet NASCAR RACING crew chief (and game producer) Adam Levesque is quick to inform us that the obvious striking visual achievements are not the end of the story. "We felt that with INDYCAR we had a great game, but we've enhanced that experience...added some flash," says Levesque, who with INDYCAR top gun David Kaemmer and Papyrus veteran John Wheeler make up the three man core behind NASCAR.

Levesque's "flash" is going to delight a grandstand full of digital racing fans. Pleasant appointments will include printer support from within the program (Levesque maintains his desire that race stats reflect real life newspaper and magazine summaries), modem and direct link capabilities (9600 baud and up only), a save game feature (probably accessible from the pit area only—in keeping with the realism that is a Papyrus staple), accelerated time, replays, and a high resolution car paint utility.

But as digital racing devotees know, all that stuff is just window dressing. At any given time, 16 people have been toiling on NASCAR since its Christmas origins, and it won't go unnoticed on the track.

Two And Three-Quarter Tons Light

Make no mistake, Papyrus wants you to know that you'll be piloting a stock car. "It's a 3500 lb. car with very little downforce...it's going to be very tough to drive," says Levesque, echoing my early opinion of the feel. In testing, the preview car was nothing short of treacherous, and racing addicts please note that a hot shot in an Indy machine won't necessarily be a quick study in a NASCAR.

The tracks of Loudon, New Hampshire and Phoenix were at the ready, but it was the smooth banking of Michigan International Speedway that would serve for this test.

Behind the wheel at Michigan's pit lane, the beast was at first set in motion with the deft sureness of an IndyCar veteran. First reaction: "Why doesn't this car accelerate any faster?" Second reaction: "Why am I nose first in the wall?" This pattern was repeated in a frustratingly similar fashion, until I smartly decided to convince myself that each crash would be money out of pocket on the real life circuit. Using a very light foot, this cheapskate finally managed to nurse the big moose around the track for a single lap with nary a scratch on the old paintjob. (Only later did I discover that driving an IndyCar would become quite a bit less strenuous after a few hours spent taming a NASCAR.)

But there grew a sense of confidence in knowing it could be done. Gradually the car was being brought up to speed, and while straights were no longer posing a serious threat, cornering was. An early pitch into a turn seemed to provide the best results, not dissimilar to driving a dirt-kicking sprint car. If the pitch was a little too severe, corrections could be made, but a wide line brought almost certain doom. Thankfully, the ghost-like vapor cars were there for esthetic value only, and were not crunchable (but looked superb).

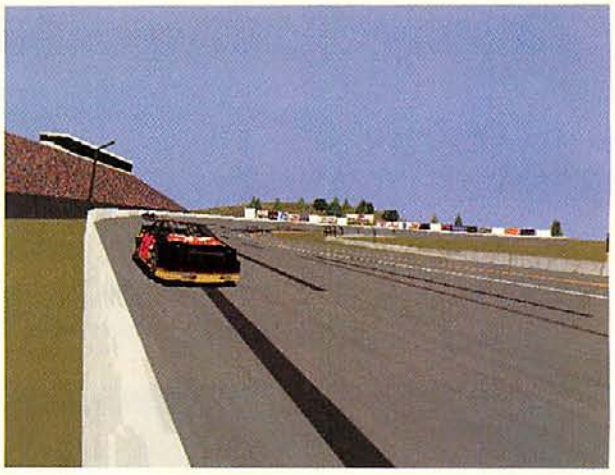
No Slap Dash

The cockpit of a NASCAR is just as one would expect from Papyrus. A stark metallic instrument panel with appropriate gauges and toggle switches fill the screen base, portions of the roll bar are visible to the side, and the front windshield is complete with supports. A wide rear-view mirror sat at the top, but as yet reflected no images. Levesque promises the eventual rear view will involve several cars and give some indication that faster vehicles are getting ready to pass. The up close and personal nature of this racing demands accuracy, and NASCAR should be ready to supply it.

For those who revel in carnage, the test version did not depict the visual results of accidents, but Levesque ensures that crashes will thrill even the morally bankrupt. "Depending how hard you hit, pieces will fall off. If the damage is not too severe, you can pit, and the crew will do their best to make repairs. Aerodynamics may be altered, but by the end of the race, cars will be in various states of disrepair. We really wanted to add 3D physics with tumbling and flipping, but we'll save that for the future." Crumpled back ends and missing hoods are just some of the treats in store for drivers with a penchant for contact.

Speaking of driving habits, it looks as though NASCAR will expose some of the individual strengths and weaknesses of drivers. That drivers will act a little more hostile at the end of a race (and that a certain black #3 car will be, shall we say, "pushy") is speculative at this time, but some drivers will act more aggressively than others. Papyrus also promises improved AI over IndyCar, and bump-drafting, a common occurrence in the real thing, will be perfectly legal in NASCAR. Drivers accustomed to imminent destruction as open wheel contacts open wheel, take note: these wheels are covered.

Levesque hopes to eventually portray almost all the real NASCAR circuits in the new product, and specifically mentioned Bristol as "madness...it's madness!" In all probability, some tracks will be available in add-on packs only, and licensing issues are being dealt with on a continual basis in this regard. The initial release should include Talladega (2.66 mile super speedway), Michigan (2 mile super-speedway), Atlanta (1.5 mile speedway), Darlington (1.37 mile oval—the track that's "too tough to tame"), New Hampshire (1 mile short oval),



PHANTOM OF THE OVAL Although this car's intentions are only rumored at press time, we suggest you watch black #3 in your rear-view mirror during the closing laps.



TREACHEROUS TURNS Straightaways are tough, but even IndyCar won't prepare you for turning the corner at anything resembling high speed in Nascar.





ZERO TO ONE-SIXTY From the driver's seat, your view of the world seems to move even faster than the 200 mph speeds of competition.



Photo by Larry Maloney

Phoenix (1 mile tri-oval), Bristol (1/2 mile oval of "madness...it's madness!"), Martinsville (1/2 mile oval), and Watkins Glen (2 1/2 mile road course). Whether every car and team will be a digital representation of itself is also yet to be determined, but Levesque assures that "real drivers and teams will be in."

In audible developments, NASCAR will feature the vocal strains of someone (?!), supplying game introduction, track announcements, and the like. Music will be orchestrated by "Team Fat," the people responsible for the melodic structure of THE SEVENTH GUEST, among other games. But little of this matters when driving, and in the cockpit, drivers will find themselves serenaded by the Stock Car Orchestra—engine sounds, tire squeals, air wrenches and screaming fans—complete with that great INDYCAR-type Doppler effect. The engine rumble of the test car (pumped through a small amplifier) was both definitive and wall shaking.

The Price Of Admission

So, you think you've got what it takes, do you? Well...quick reflexes, natural skill, and a good attitude are just part of the package; there are certain other requirements that must be met to fully experience all that NASCAR has to offer. For openers, pleeeease make sure that you've got some form of top notch linear steering/acceleration/braking device. A NASCAR can be a bit of a handling nightmare, and if INDYCAR wasn't the final nail in the coffin of keyboard/crummy joystick driving control, then NASCAR definitely is. But there's more criteria to be met...

NASCAR RACING is actually two games in one. As mentioned earlier, Papyrus is going High Res with the release of their new product, but they'll also ship a Low Res (INDYCAR equivalent) version. The Low Res release will do everything the High Res can, except it will look much less pretty and accurate while doing it. It will also take up a whole lot more hard drive room in the bargain, because High Res NASCAR will only be available on...hold on to your wallet...CD-ROM. Although each race will be loaded and run directly from memory, Levesque recommends a double-speed drive for top performance.

Both versions will require a 386-33 MHz unit with 8MB RAM as an absolute minimum, but if the High Res version seems at all tantalizing, be forewarned that anything below a 486-66 will result in a loss in graphic quality, manifesting itself in either a jumpy frame rate or, manually, in less detail. Also remember that the faster the frame rate, the more time you'll have to react to on-track incidents. An extra frame may mean just a millisecond difference, but in racing, that's often what it takes. Personally, once I'd witnessed the High Res version, last year's technology (which looked great beforehand) just didn't crack the old coconut any longer.

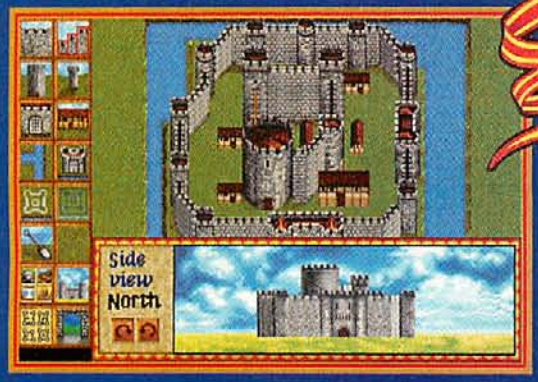
It is entirely possible that, just before Christmas, legions of PC racing fans will be trying to dig up the money necessary to upgrade their computers. NASCAR RACING is on its way, and Papyrus has unintentionally introduced the one realistic element lacking from all racing sims previous—hitting up sponsors for the bucks! Why, there's no better way for a driver to get up the cash to go racing: "Hello, is this Chuck's Chicken Shack? Hi, mah name is Billy-Bob Horner. Ah drive a stock car on my computer, and ah need some new equipment. If you sponsor me, ah'll win some races for ya'll, and ah'll tell all my friends! Ah guarantee you'll sell so much chicken you'll be sproutin' wings..."



RED WHITE & BLUE From color schemes to cars spinning out of control, NASCAR captures the essence of this truly American sport.

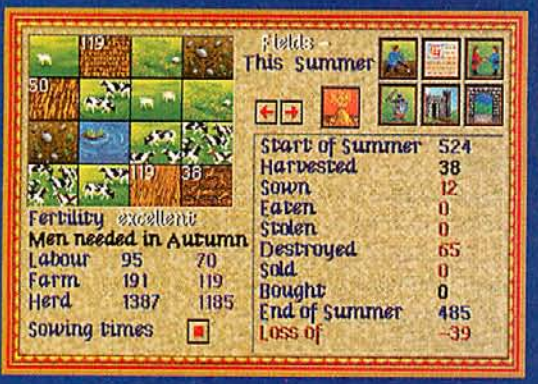


Gordon Goble is one of the biggest auto racing fans in Canada. He has been a contributor to On Track and Formula magazines, in addition to being CGW's resident racing sim reviewer.











Lords of the Realm™



Medieval England 1268 A.D.

In this time of castles and conquests the throne sits empty. Serfs are restless; rebellion is in the air. The Lords of the Realm invite you to join their ranks:

Build your castles. Marshal your resources.
Test your troops in siege and battle.

Behold! Your lands grow and your serfs prosper. Your armies swell and your castles dot the hilltops. On bended knee, your knights swear eternal fealty.

Go for the Crown.

Impressions™

Impressions Software, Inc. 222 Third Street, Suite 0234, Cambridge MA 02142

Circle Reader Service #77



Even Interactresses Get The Blues

Behind The Green And Blue Screens On Computer Game Sets

by Johnny L. Wilson

IT WILL COME AS NO SURPRISE TO FANS OF THE CINEMA THAT THE URBAN SCENERY PASSING BEHIND THE CAR IN *ON THE WATERFRONT*, AS MARLON BRANDO'S CHARACTER TOLD HIS BROTHER that he "coulda' been a contender," wasn't actually passing behind the two actors. Almost everyone knows that the movies use what is called a "process shot" to fool you into thinking that the actors are in moving vehicles. In reality, most cockpit shots in air combat movies and most driver close-ups in racing movies prior to the '70s were filmed while a rear projection screen provided the action in the background.

In general, this technique has served the film industry well. Since the camera lens is only equivalent to looking at an image with one eye, and both eyes are required to provide accurate depth perception, the camera, and later the viewer, is fooled into thinking that both the foreground scene and background footage are in the same space. Occasionally, however, the background footage would be grainy, slightly out of focus or showed images at unrealistic angles. Almost all of us can remember watching a scene and saying, "That looks fake!"

With Hollywood's growing involvement in the computer and video gaming industries, it's interesting to see what is happening in the current state of the art of game production. Software publishers have noticed that putting more realistic looking characters on the screen of a computer or video game seems to broaden the appeal of the product to a wider audience. They speculate that, since most of the mass market is already used to seeing video images on television, they could have a potentially larger audience for their products if they could get the video to look enough like broadcast video.

Invisible Hands

One of the most common sights wherever video for games is being taped is a blue or green wall, floor and/or screen. Whenever you see one of these in front of a camera, you'll know that one of two film processes is being used: Chromakey or Ultramatte. Both work essentially the same way and have been used for years as Hollywood special effects. The process is relatively simple. If the camera and film are set up to filter out blue or green, anything on the set that is blue or green will be invisible to both camera and viewer. Hence, if you are using the Chromakey technique and dress an actor up so that every square inch of his or her body is covered by a blue or green cloth that is exactly the hue you are filtering out, that actor will be "invisible" to the camera. If you happened to see Chevy Chase in *The Invisible Man*, you know how this technique works.

In the movies, this technique is often used to make things disappear or to have objects float around on screen without benefit of "wires." In computer games, this technique is more often used to make things *appear* rather than disappear. Often, the actors in **Activision**'s RETURN TO ZORK sat or stood in front of a green screen and went through every conversational possibility for their lines.





MAX HEADSHOT An actress in EA's SHOCK WAVE is filmed against a blue screen so that a digital backdrop can be added later.

This was a stretch for the actors because they were, in most cases, looking right at the camera and trying to react with you as the player. Though shooting the footage this way is analogous to the way close-ups are filmed in Hollywood, the actors rarely had the opportunity to react with each other, like the cast of a major film or television show would react with each other on the sound stage.

This process allowed Activision to merge art generated on the computer with the film footage of the actors at a later date. In this way, they could place the actors on non-existent sets. This obviously reduces the cost of building real sets and means that companies are less likely to have to reshoot a scene because of something wrong on the set. To be sure, the camera crews and directors must be careful about shadows, foreign objects and even scuff marks on the blue or green areas because they will show up unnaturally on the computer sets when they are processed, since they are not the blue or green color that turns invisible. Also, there is the occasional horror story like **Trilobyte**'s experience during the filming for THE 7TH GUEST. The blue on the screen was not exactly the right hue, so walls and areas that were supposed to be invisible turned out to be partially visible. Rather than reshooting all the footage, they decided that the resulting blur made a decent aura around the ghostly characters of their horror story. But, not everyone intends to have ghosts on the screen.

Despite painstaking efforts and costly special effects to create digitized video in THE 7TH GUEST, RETURN TO ZORK, and CRITICAL PATH, the question I heard the most was, "Why doesn't it look more natural?" With THE 7TH GUEST, **Trilobyte** could artistically work every image into a ghostly apparition, and the company had spent extra time to render all of the environments as detailed 3-D rooms. In other games, there was a problem between the computer generated sets, which worked reasonably well with the limited palette of the computer, and the myriad of real-life hues that were captured and leveled out too much by the computer palette. This causes "hot" edges on the images of the actors so that the "alias" of the image edges look like they are insects buzzing around the actors' shape and causing the images to stand out against the background like a cut-out.

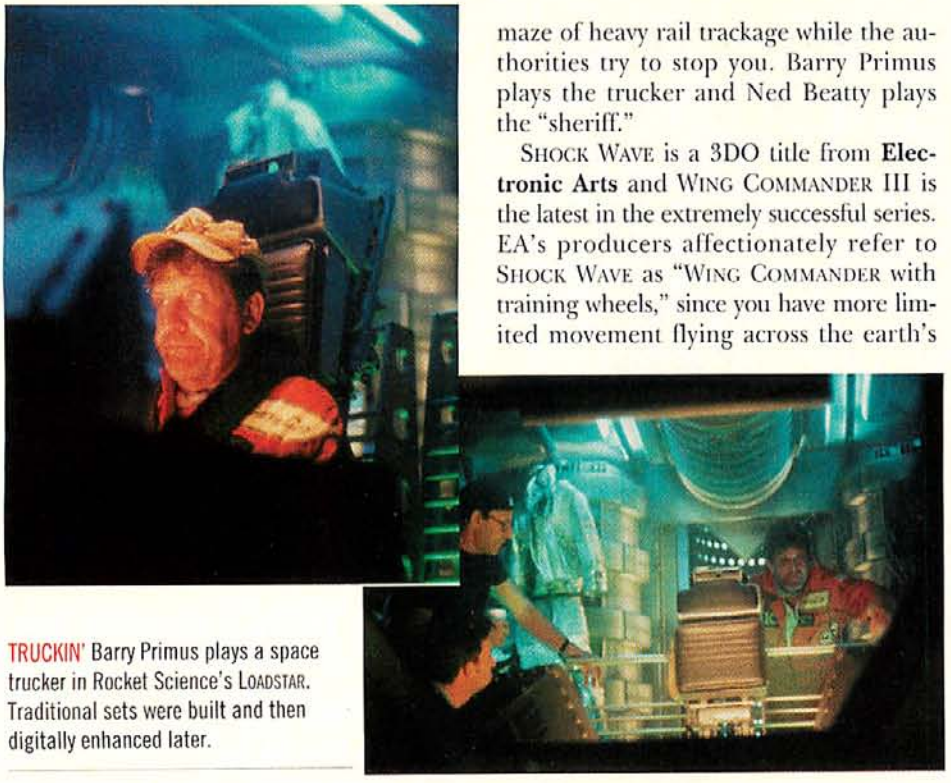
Sierra tried to solve this problem by using a digital camera to capture backgrounds, then melding those digital backgrounds into the Chromakeyed area of the video for POLICE QUEST: OPEN SEASON. The characters still stood out, but the art team was then able to reduce the "hot" edges by "dithering," adding gray pixels in between the black pixels of the video outlines and the lighter pixels of the digitized sets. This technique is expected to enhance the video effect in **Sierra**'s next major project, Roberta Williams' PHANTASMAGORIA. This tale is set in a house once owned by an illusionist who, like Harry Houdini, wanted to find out if there was any validity to the supernatural. The gamer plays a character who has purchased the house and, as you would expect, discovers weird things happening within the house and the character's mind. So, the gamer will have to explore the house in order to get to the bottom of the mystery. To make the house and the events depicted within it more realistic, the company has integrated the Chromakey process with complete 3-D environments rendered on Silicon Graphics workstations.



THEY GET PAID FOR THIS? Tia Carrere and co-star take five on the set of Media Vision's THE DAEDALUS ENCOUNTER.

Visible Hands

Currently, there are several projects using the Chromakey or Ultramatte process. In addition to THE 11TH HOUR, the sequel to THE 7TH GUEST, and PHANTASMAGORIA, there are **Rocket Science**'s LOADSTAR, **Access**' UNDER A KILLING MOON, **Media Vision**'s THE DAEDALUS ENCOUNTER, **Origin**'s WING COM-



TRUCKIN' Barry Primus plays a space trucker in Rocket Science's LOADSTAR. Traditional sets were built and then digitally enhanced later.

MANDER III, and **Electronic Arts**' SHOCK WAVE, among others. Most of these products are using Hollywood talent with a certain amount of star appeal, and all of the design groups want to get composite video/settings that look as natural as possible—the "process" shots of the '90s.

LOADSTAR is a Brian Moriarty design from a Ron Cobb movie script. It features the outer space equivalent of a down-on-his-luck trucker who has to make one contraband delivery in order to earn his life's dream. The vehicles are called jump trucks and they carry cargo from the industrial zones of outer space to the residential zones of earth. In order to be able to launch the contraband-filled jump truck, you have to traverse a maze of heavy rail trackage while the authorities try to stop you. Barry Primus plays the trucker and Ned Beatty plays the "sheriff."

SHOCK WAVE is a 3DO title from **Electronic Arts** and WING COMMANDER III is the latest in the extremely successful series. EA's producers affectionately refer to SHOCK WAVE as "WING COMMANDER with training wheels," since you have more limited movement flying across the earth's surface than you would in outer space, and the actual game play is more tied to flying in a definite area. Your character flies out of an orbital-based carrier and goes on missions to various earth landmarks. These landmarks have been besieged by more aliens than Erich van Daniken could imagine. Between game sequences, the story and motivation unfold.

UNDER A KILLING MOON is the latest Tex Murphy mystery from **Access**. It has that hard-boiled Sam Spade feel to it, especially with the way Brian Keith coaches you in some of the video snippets. It also features Margot Kidder as the bartender.

Media Vision's THE DAEDALUS ENCOUNTER is a science-fiction tale where Tia Carrere, the love interest in the *Wayne's World* movies, plays a member of an independent space salvage crew. They go into orbiting in search of drifting wrecks, and try to recoup everything that can be resold. In this adventure, however, they find that the ship they planned to salvage is inhabited. They also discover that they have to find a way to change the ship's course before it drifts into a nearby sun.

LOADSTAR, UNDER A KILLING MOON and SHOCK WAVE all use a mixed approach. They are not building elaborate sets, but they have done some set design. In LOADSTAR, Barry Primus sits in a cockpit with a familiar blue screen as the view screen for his cockpit. Digitized game scenes can be processed into the shot to make it look as if he is staring out into scenes from the action sequences in the game. Both LOADSTAR and UNDER A KILLING MOON have bar scenes in which tables and a bar serve as props around which the artists can digitize more detailed sets at a later date. In SHOCK WAVE, the company built a console for a control panel and painted it the correct hue in order to be able to project computer-generated dials, read-outs and computer screens onto it. In this way, they were able to get a hi-tech looking piece of equipment at a bargain basement price, but the actors were able to touch, lean on and look at something that was tangible.

In **Media Vision**'s THE DAEDALUS ENCOUNTER, all of the alien sets and aliens are created by computer artists and processed in at a later point, but the actors do get to use physical props like a round orb and certain weapons to enhance the illusion that they are in the scene. On this set, we observed filming delayed for up to 15 minutes because of a scuff mark on the blue surface of the floor, since it would have shown up incongruously on the computer art for the alien deck. We were also surprised to realize that the actors were willing to work longer hours for these shoots than they work on a typical Hollywood schedule.

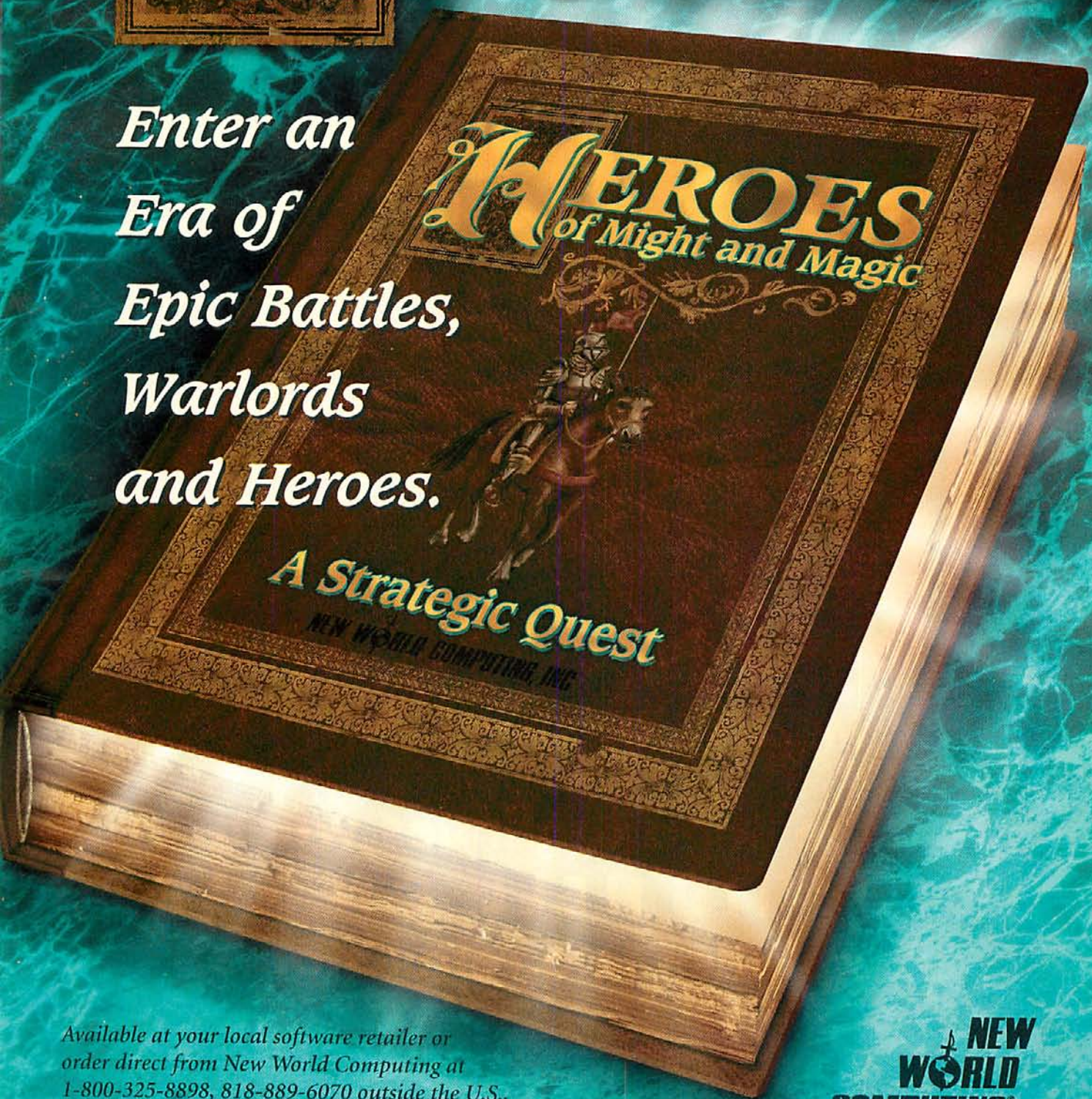
Chris Roberts opted not to try to digitize the aliens for WING COMMANDER III. The Kilrathi are combination human/puppet characters that look like something of a cross between *Planet of the Apes* and *The Dark Crystal*. Since a lot of the action takes place on large sets like throne rooms and hangar decks, it is a lot cheaper to completely render computerized sets than to try to build costly sets on the sound stage. The Chromakey approach makes considerably more sense.

There is still considerable debate, however, over the value of digitized video in computer games. If the look and feel of the characters vs. the sets does not become more credible and satisfying, this may well turn into a trend that goes the way of 3-D movies. It will be particularly interesting to see how popular the cinematic sequences in LOADSTAR (90 minutes of live video footage), SHOCK WAVE (25 minutes of full motion video) and WING COMMANDER III (90-100 as yet unedited minutes of video), which basically segue gamers between action sequences and provide motivation for those sequences, compared with the interactive movie style that uses digitized video in every scene.



TEX'S DIGITAL DINER Scenes from Access' UNDER A KILLING MOON were shot using crude props that were then given a digital makeover.

HEROES of Might and Magic™



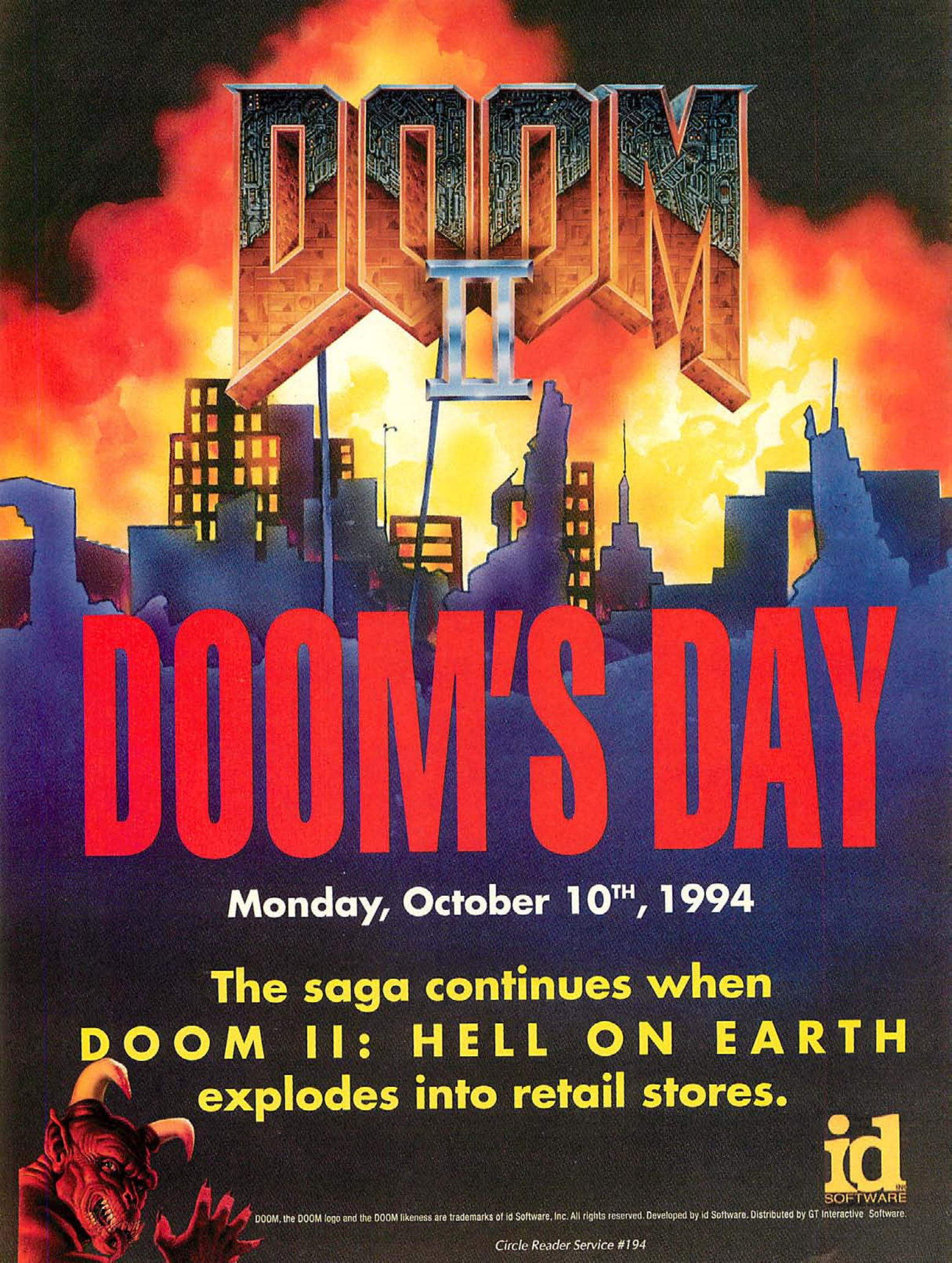
Enter an Era of Epic Battles, Warlords and Heroes.

Available at your local software retailer or order direct from New World Computing at 1-800-325-8898, 818-889-6070 outside the U.S., or by mail: P.O. Box 4302 Hollywood, CA 90078-4302.

NEW WORLD COMPUTING®

Circle Reader Service #152

© 1994 New World Computing, Inc. Heroes of Might and Magic is a trademark of New World Computing. New World Computing and its distinctive logo are registered trademarks of New World Computing, Inc. All rights reserved.



Circle Reader Service #194

Scorpia The Avatar



EVERY ONCE IN A WHILE, THE ROLE-PLAYING WORLD HITS a lull. This provokes a mad scramble and desperate conversations with my editors in an effort to come up with something to write about. The long-awaited AL-QADIM from **SSI** was slated for this month. As it turned out, I am one of the "lucky" few for whom the game will not run beyond a certain point. This matter is giving SSI fits, since there is no common denominator among we technologically troubled. Different DOS, different sound cards, different graphic cards, different memory managers....you get the idea. So AL-QADIM went off my list, and there was nothing in the queue to take its place.

So, after a great deal of thought (while riding the thin edge of panic), I decided to answer a question that pops up in my mail every so often: "What's the best game you've ever played?"

My answer is unqualified. The best game I've played so far is **Origin**'s ULTIMA IV. Now, that may surprise some people. After all, ULTIMA IV is an old CRPG, and while it has an honored place in *CGW*'s Hall of Fame, many players have as their favorites the "latest and greatest." Yet, what do most of these "hot new games" have besides whizbang graphics, boffo sound, and slick interfaces? Not much depth or substance, in my opinion.

Let's face it, about 98% of all CRPGs can be summed up as follows: "We go out and bash on critters until we're strong enough to go bash on Foozle." That's the plot, and usually most of the supporting storyline, too.

Of course, there's nothing wrong with hack and slash. A little monster mauling now and then is always good for releasing frustrations, and we all enjoy finding those treasure piles of Neat Items. However, hack and slash, even with plenty of frills, doesn't make for a "best ever" game. To receive that label, a product must be far more substantial than mere critter chopping, and have unique aspects besides. Not many come up to those high standards, and of the ones that do, ULTIMA IV still leads the pack.

CONJURING UP A GAME FROM THE PAST, SCORPIA PLEADS FOR THE FUTURE OF ROLE-PLAYING

SCRY SIGHT

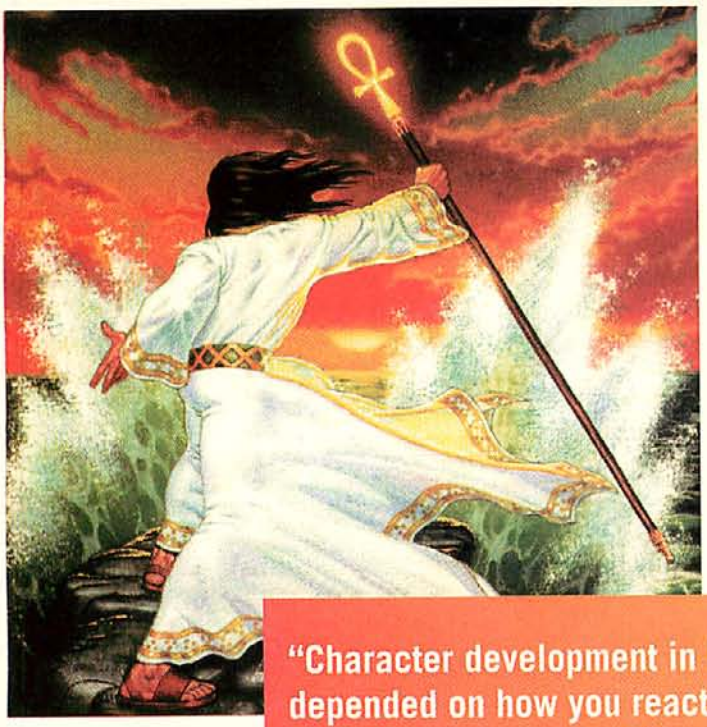
A figure is beginning to form in the vaporous mists of the crystal ball. The figure appears to be a computer dressed in sequins...no, wait...that's *sequels*. It appears that many "part twos" are in the future of role-players. DUNGEON MASTER II, DARK SUN II, and the sequel to REALMS OF ARKANIA, STAR TRAIL, may all be coming your way this Fall and Winter. DUNGEON MASTER II is being developed by Interplay, and will offer improved graphics over the original, though many elements that made the original a Hall of Famer will remain unchanged. For STAR TRAIL, Sir-Tech will also be snazzing up the look of the ARKANIA engine and addressing many of the gameplay problems players have pointed out. While the image of DARKSUN II is a little hazy, it's quite clear that SSI will be using the same game engine with some minor tweaks.

In other visions, Spectrum HoloByte has finally signed the entire cast of Star Trek: TNG for their upcoming TNG game.

IT WAS IN THE CARDS

ULTIMA IV began with what was, for the time, a novel method of character creation. Most of us, I think, recall with fondness the Gypsy woman and her quasi-Tarot cards.

by Scorpia



"Character development in ULTIMA IV depended on how you reacted to and treated *other people*. This, game fans, is what role-playing is all about."

This was new and different. No dice rolls, no point spreads. "Here is the situation; how do you react to it?" There were no right or wrong answers; the reading was designed to gauge your mental outlook, your morals and ethics, and give you the profession closest to them.

With many games, that's as far as it would go. You'd have your mage or fighter or bard or whatever, and play on from there. In ULTIMA IV, this was only the beginning of a long journey of the soul, a journey that depended on building character.

No game, before or since, has had such an objective. All others have been concerned with making you a better warrior or spellslinger, concentrating entirely on developing physical or magical prowess. Combat is the means to this, and it is easy to see why other CRPGs have so much. It's the main way to get ahead; in some cases, the *only* way.

Now, you certainly had plenty of fighting in ULTIMA IV; it was how you proved your Valor. But Valor was only one of eight virtues, and developing those other seven did *not* depend upon killing things. Character development in ULTIMA IV depended on how you reacted to and treated *other people*. This, game fans, is what role-playing is all about.

Those whose only experience with role-playing comes from the computer versions are likely to have a skewed vision. They see RPG'ing as "Well, we make up some characters, kill critters, and haul away treasure"—the hack and slash philosophy, which caters basically to aggression and greed.

Those who have experience in people-and-paper role-playing know better. Hack and slash is a good way to get started in RPG'ing; it's easy to understand and helps players to learn the game mechanics quickly. After awhile, though, running around with nothing more to do than kill things and fill your pockets becomes boring.

That's the time when the mature role-player (of whatever age) turns to thinking of character development, the relation of his or her alternate persona to the world and the people in it. The scenarios they participate in focus more on character interaction and growth rather than endless combat, although combat still has its place; role-playing without action can be just as dull as action without role-playing.

This is extremely difficult to pull off well in a CRPG; most products simply avoid it entirely. Yet there is hope; there has been a trend of late to get some more story, at least, into the games. Perhaps, in time, actual character development may edge its way in there, too.

In ULTIMA IV, aside from developing the virtues, the concept that gave people the most trouble was self-sacrifice. Invariably, letters came in saying, "Hawkwind keeps telling me I still have a long way to go, but I've been giving away all my money to the beggars every chance I get! What's going on here??"

What was "going on there" was that people were forgetting that the virtue in question was *self*-sacrifice. Handing out gold is generous, but it isn't giving of yourself, which is what self-sacrifice means. Donating blood is self-sacrifice. Guarding the retreat of your comrades from the battlefield is self-sacrifice. Did backing off cost you some Valor points?





THE 7th GUEST IS NOW AVAILABLE ON CD-i.





The scariest look, with scalpel-sharp, stomach-turning graphics and live actors doing things people go to hell for.



The creepiest sound effects, and a terrifying digital soundtrack that'll turn your hair white faster than a career in accounting.



The hairiest experience, with an intense 3-D atmosphere so disturbingly real, you can almost smell the rotting corpses. Gross.

Your fingers are numb. You're choking on a wad of bile lurched up from your ulcerous gut. And your heart is beating so violently, those veins on your forehead are visibly pulsating. You are either, a) playing the best version of The 7th Guest ever, b) on your way to cardiac arrest, or c) both. No, my friend, you shan't recover from this one.

CD-i

Virgin

PHILIPS MEDIA

© 1994 Philips Media. All rights reserved. The 7th Guest © 1993 Philips Interactive Media International Limited. Licensed by Virgin Interactive Entertainment (Europe) Ltd. The 7th Guest and Interactive Drama are trademarks of Virgin Interactive Entertainment Inc. Virgin is a registered trademark of Virgin Enterprises Ltd. © 1993 Virgin Interactive Entertainment (Europe) Ltd. and Trilobyte Inc. All rights reserved.

FormGen
INCORPORATED

Disciples of Steel

The disappearance of your father has left Lanthor without a leader. Factional infighting in the resulting power vacuum has left the realm in chaos!

In your heart, you've always known that you were the chosen one — now it's time to act! You've got to save your once-rich land by re-establishing the supremacy of the guilds.

Choose your disciples and your strategies, build vast armies to conquer or defend, heed the counsel of the lords or assassinate them — everything is under your control!

Disciples of Steel is the ultimate role playing game, with stunning graphics and hundreds of challenging quests. Heart pounding sound effects and original soundtrack make Disciples incredibly realistic. It'll amaze you with its fine attention to detail, powerful weapons, and huge array of magic spells!



Hone your skills and build your strengths — danger lurks around every turn!



Fight or flight! Choose wisely, as things are rarely what they seem!



Time for talk is past! Only the mighty and the cunning will survive!

Game by Megasoft Entertainment. Published by FormGen Inc. (800) 263-2390

Circle Reader Service #65

That, too, is sacrifice on your part. A very different point of view was needed to get through this game.

GIVE ME LIBERTY

Aside from true character development there was ULTIMA IV's open design. You could go almost anywhere you wanted, any time you wanted; the game was very much *non*-linear. There were many things that had to be done, and quite a few objects to be obtained, but for the most part, those could be done in any order.

If you got stuck in one place, you could leave it and do something else for awhile. Many gamers are annoyed by the "A before B, B before C" setup; if you become bogged down in an area, there is nowhere else to go, and frustration sets in. ULTIMA IV managed to avoid a lot of that. Eventually, of course, everything narrows down to the endgame, but until that time, the player has a lot of discretion as to where to go and what to do.

"So, you want the location of the +30 Sword of Instant Death, eh? Well, first you must travel to the lair of the Dread Funny Bunnies, and bring back to me the Drum of Ages (batteries included)."

While combat was not the main focus of the game, there was plenty of it, as mentioned earlier. What set ULTIMA IV combat apart from the others was its balance. The opponents were carefully controlled, so you wouldn't, especially at the start, be overwhelmed. You could explore the land without having to worry that a horde of orcs or a bevy of balrogs would show up and wipe you out. Anything that came along was likely to be as much as you could handle, but not so much as to require frequent saves and restores to get through the fight.

Conversation has always been a staple of the Ultimas. It's nice to be able to walk around town and talk to people. For one thing, you know the world is populated. How many games have either empty streets or roadways crawling with monsters ready to pounce? It makes you wonder if the only inhabitants left are your characters and the shopkeepers.

Another important aspect of these conversations was that people gave you information because they liked you, trusted you, or respected you. This was trust or respect you had earned by your actions during play. The closer you were to the ideal of Avatarhood, the more likely people were to tell you things.

There was none of the *quid pro quo* that infects so many games. "So, you want the location of the +30 Sword of Instant Death, eh? Well, first you must travel to the lair of the Dread Funny Bunnies, and bring back to me the Drum of Ages (batteries included)."

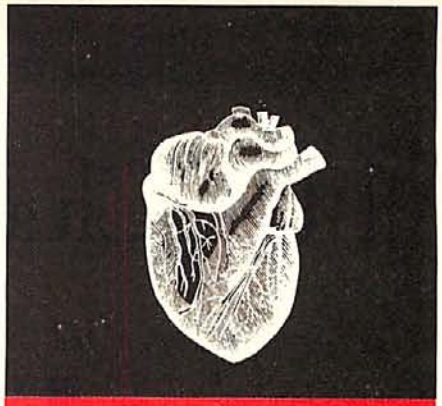
Nowhere in ULTIMA IV were you ever someone's errand boy. People didn't send you off to retrieve lost/stolen items as though you were some sort of pet dog. Many games today that have more than straight dungeoneering foist exactly that on you.

Now, a little of this can be okay; after all, part of a hero's job is helping people out. Unfortunately, too many products have taken this to extremes, and you end up going hither and yon, bringing this here, taking that there, and in general playing through the mid-game impersonating Federal Express. It pads the game out, and after awhile, it isn't much fun.

THE GOOD BOOK

Beyond all the above, perhaps the most iconoclastic part of ULTIMA IV is the ending. As a friend of mine put it, "It's the only game where the goal is to *read a book*." Not trashing Foozle, not saving the world (again), but penetrating to the depths of a dungeon to read the Codex of Ultimate Wisdom. There have been other games with non-violent endings (MIGHT & MAGIC I, MAGIC CANDLE I, to name a couple), but none quite so mind-boggling or original as that.

So now you know some of the reasons why this ten-year-old game is still #1 on my hit parade. Various aspects of ULTIMA IV have shown up in other games, but none as yet has been able to put it all together the way Quest of The Avatar did. Nothing has come along to equal or exceed it; maybe nothing ever will. I hope that's not the case, though, because that would mean the CRPG has stagnated, and this is not something any of us wants to see. We want to see designers thinking seriously about the direction of their games, breaking the mold of eternal hack and slash, and giving us, someday, CRPGs that are *really* role-playing products. It can happen. It's been done once with ULTIMA IV. It can be done again.



BUY THE PLAYER AND GET THE GAME FREE.
(THAT IS, IF YOU THINK YOUR HEART CAN HANDLE IT.)



Magnavox CD-i 200 Player



Digital Video Cartridge



Free

Right now, when you purchase a Magnavox CD-i 200 player and a Digital Video cartridge, we will put a 7th Guest CD-i game in your clammy little hand free of charge.* Plus you get the cool game, Kether, which already comes packed inside the player box. Sure hope you have good medical coverage, buddy.

CD-i

Circle Reader Service #196

*Offer is good only at participating retailers. Offer is good until 12/19/94. Offer is good. ©1994 Philips Media. All rights reserved.

PHILIPS MEDIA

All The Clues Fit To Hint

Lands of Lore ■ *Eye of the Beholder II* ■ *Arena* ■ *Ultima VIII: Pagan*
Ultima VII: Serpent Isle ■ *Return To Zork* ■ *Sam & Max* ■ *Hand of Fate*



SO HERE WE ARE IN MID-SUMMER ALREADY. THE YEAR CERTAINLY seems to be going by quickly; Fred's got his eye (one of them, anyway) on the calendar, counting the days to the Annual Grues Convention in August. On the other hand, the year also seems to be going by rather slowly, as there sure haven't been too many new games released lately, and time drags when there's nothing new to play. Let's hope that situation changes for the better soon.

Before we get to the mailbag, I have an update on the DAEMONSGATE situation mentioned in the previous column. For those who didn't read that article, I related the experiences of a reader who was trying to get tech support for the game, and how he ended up having to call England to get it.

Just recently, I heard from Harold Lehman, who advised me that tech support for the game was now available in the US, and provided me with a couple of numbers. I called one of them (the 800 number, of course) and verified that **Imagitec** is now doing support for the game. If you have DAEMONSGATE and need help with it in any way, you can call 800-438-3566 for tech support (wow, an 800 line—ya don't see that very often!), or 713-580-2148 for hints. Both lines are open 9AM-7PM central time weekdays. If you have DAEMONSGATE, I suggest you get in touch with these folks, as there is a patch available for the game, and you'll probably be needing it.

And now, on to the good stuff!

Lands of Lore: So ya made it through the infamous pit room without your map, and now you're wondering how to get on to the next level of the castle. Well, if you left the pit room, you went the wrong way. Just because something isn't obvious doesn't mean nothing's there. Go back in and look around a little more carefully this time.

Eye Of The Beholder II: Those game multi-packs sure are good for revivals. At least, that's the only way I can explain the resurgence of questions about EOB II. Anyway, it seems that some adventurers are having a problem at the old "Leave many things behind" sign, which was a pain back when this game first came out (some things never change). Remember, it says "many," not "every." In other words, you don't have to put something on each plate, just some of them. I hope that Xplains the matter now.

The Elder Scrolls: Arena: Riddles, riddles, riddles—this game is (heh) riddled with them, and a few folks are staying up nights trying to figure them out. For instance, there's the "dead men eat this, live men who eat it die slow" poser. Actually, that's an easy one; you could say there's nothing to it, in fact. Then we have the "a thief by my marks might be caught" puzzler, which is a little tricky. Many people think fingerprints, but hey, that's a little too high-tech for this era. So keep in step with the times, and don't put your foot in it.

Pagan: At the pentagram in the Void, some players can't get anything to happen, even though all the blackrock fragments (including the obelisk tip) have been activated. That's because position is everything here; all the pieces must be placed in exactly the right locations for the gate to open. That means putting each piece in the same relative spot on the pentagram as the path to the Titan you defeated with that piece. Once everything's in place, the rest is automatic.

Serpent Isle: Everyone helps the Gwani, and then they can't go any further. They're sure that one of the Gwani can tell them something about the password to open the gates to Skullcrusher, but how to get that information is another matter. The answer to this one is by no means obvious. You need to start looking for Batlin again; once you do that, the Gwani's memory will show an amazing improvement.

Return to Zork: So you rented a boat, but you can't make it go, and Ben isn't talking about it (he probably doesn't rent many boats because of that). Rats! What a terrible predicament. Almost as bad as walking in on the Troll chieftain and not being able to get the necklace from him. Hint: you don't have to say a word; just look the part, and you'll get what you want.

Sam & Max Hit The Road: Okay, you're at the end game, you have the snoglobe in one hand, and a corked bottle in the other. You're pretty sure that cork would just fit into the bottom of the globe, but you can't get the cork out of the bottle (arrgh!). Well, of course not; ice picks weren't designed for that little job. This is where you have to get bent all out of shape, and you probably know someone somewhere who can help you with that.

Hand of Fate: Some adventurers have made it to town, and beyond. If they could just reach that rope, they could swing over to the other side of the chasm to see what's there. So near, and yet so far! Ah, the frustrations of gaming. Y'know, thinking is thirsty work. Why not get yourself a cool drink while you consider the matter; I believe there's a fountain located conveniently near the town entrance.

And that's all for the mailbag for now. In the meantime, if you need help with an adventure game, you can reach me in the following ways:

On Delphi: Visit the GameSIG (under the Groups & Clubs menu).

On GEnie: Stop by the Games Round-Table (type: Scorpia to reach the Games RT).

By US mail (enclose a self-addressed, stamped envelope if you live in the United States): Scorpia, PO Box 338, Gracie Station, New York, NY 10028.

Until next time, happy adventuring!

OPERATION CRUSADER™

The Total Combat Experience

WORLD at WAR™



Middle level zoom map of North Africa.


Tactical map featuring combat units near Tobruk


Real-time battle reports from the front.


Time Reference Calendar gives weather forecasts and reinforcement alerts.

Hot on the heels of the industry's first "Game of the Year" for a computer wargame, the team that brought you the award-winning ***V for Victory*** series has joined forces with The Avalon Hill Game Company for yet another blockbuster! Atomic Games and Avalon Hill are proud and excited to present ***OPERATION CRUSADER***, the first in the new ***World at War*** series covering great campaigns of WWII. Set in the expansive reaches of the Libyan and Egyptian deserts, ***OPERATION CRUSADER*** sweeps you into the role of German Field Marshal Erwin Rommel or British General Sir Claude Auchinleck as they commit their nations' finest infantry and tanks in an all-out struggle for the Mediterranean port city of Tobruk. A series of six historical scenarios will show you first hand what open field tactics and desert combat are REALLY like. Experience for yourself the cursed Hellfire Pass and in the end see if you, too, can earn the title, "The Desert Fox".

Available at Leading Resellers, including: • Babbages • Comp USA • Computer City • Electronics Boutique • Egghead • Radio Shack • Software Etc. • Walden's Software.

The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC.

4517 Harford Road, Baltimore, MD 21214

If Operation Crusader cannot be found locally, call TOLL FREE 1-800-999-3222
Ask for Operator CGW5

Available on: IBM PC compatibles. Required: Processor 386 or better. Min. 4MB memory. HD,3.5" Floppy, Hard Drive, SVGA-VESA graphic card & monitor, support AdLib, Roland & SoundBlaster cards.
AND
Available on: Macintosh Color Systems. 4 MB RAM. HD req'd.

Circle Reader Service #44

CHIPS&BITS

Call 800-500-4263 Fax 802-767-3382
Int'l 802-767-3033 Source 10086
PO Box 234 Dept 10086 Rochester, VT 05767



'STAR WARS REBEL ASSAULT' by JVC lets you take control of a T16 Skyhopper, an X-Wing starfighter and an A-Wing starfighter. After being a trainee, pilots then defend Tatooine against Imperial attack. Features 3D graphics, full motion video, complete musical score and over a dozen levels. Has a GA rating. **CD $46**



'SUPER STREET FIGHTER II' Take control of the original 12 street fighters with new looks and special techniques. Also four new fierce challengers. Offers 1 or 2 player, and upgraded special moves for the 12 classic warriors. **$69**



'TOTAL ECLIPSE' Rev up to warp speed! Intense deep-space warfare pits Earth's Stellar Guard against the alien Dark-sai and their plot to destroy the Sun! Features 3D actors, 3D graphic objects, digitized sound, and CD quality soundtrack. Includes 20 rounds of gameplay with gripping terrains. **3DO $52**

FREE SHIPPING!

Place an order for an out of stock item and recieve FREE overnight shipping when product becomes available. Handling $2 per shipment.



'VAY' It came from space more than a millenium ago, two tons of technology programmed for destruction. The mightiest wizards of the land joined forces to drain its power. Now the Danek Empire has partially duplicated it and your only hope is to restore power to technology that nearly destroyed the planet. **CD $49**



'SATURDAY NIGHT SLAM MASTERS' Slammin' its way to the squared circle. A 1 or 2 player game, head-to-head competition, and 10 different muscle bound wrestlers each with their own wrestling style. **$54**

GEN HARDWARE

4 Way Play Adaptor	$29
6 Buttn Arcd Pwr Stk	$39
6 Button Control Pad	$19
Gen Menacer Term 2	$46
Genesis Activator	$69
Gen CD Bkup RAM	$44
Gen CD Sys 2 CD	$229
Genesis CDX Sys	$399
Gen System 2 core	$99
Gen Systm Sonic 2	$129
Gen Team Player 2	$36
Mega Mouse	$32
Power Plug	$34
Remote Arcade Pad	$19
Remote Arcade Sys	$36

GENESIS ADVENTURE

Addams Family	$44
Aladdin GA	$46
Alien Trilogy CD	$52
Batman & Robin	$52
Beavis & Butt-Head	$54
Bubsy 2	$52
Castle Wolfenstn 3D	$54
Castlevania	$44
DinoBlazer CD	$56
Dracula Unleashed CD	$43
EarthWorm Jim	$56
Ecco Dolphn: Td Tm CD	$52
Hook	$42
Hurricanes	$52
Impossible Mission	$52
Incredible Toons CD	$49
Indy Jons Ft Atlnt CD	$44

GENESIS ADVENTURE

Interplanetary Lizards	$49
Jungle Book	$56
Jurassic Park CD GA	$49
Justice League	$56
Lawnmower Man	$52
Mad Dg McCree CD	$49
Mansn Hiddn Sls CD	$49
Out of this World CD	$49
Pirats Dark Water GA	$54
Popeye	$46
Power Rangers CD	$46
Prince of Persia CD	$39
Puggsy CD	$49
Radical Rex	$49
Rise of Dragon CD	$46
Roar of the Beast	$46
Robocop Vs Termintr	$56
Shadw of Beast 2 CD	$52
Sherlck Holms 2 CD	$43
Shinobi 3	$42
Sonic CD	$42
Sonic Hedgehog 4	$59
Space Ace CD	$52
Spiderman & Venom	$54
Spiderman & X-Men	$46
Star Trk Nxt Generation	$49
Star Trk:Dp Space 9	$56
Strider	$56
Sylvstr & Tweety GA	$54
Tazmania Escape Mars	$52
Terminator CD GA	$49
Time Killers	$56
TMNT: Hyperstn Heist	$46
Who Sht Jon Rck CD	$49
X MEN	$44
Zombies Ate Neighbr	$42

GEN ROLE PLAYING

Battletech	$54
Dark Wizard CD	$43
Dungn Master CD	$44
Eye of Beholder CD	$46
Gemfire	$49
Heimdall CD GA	$44
Lunar 2 CD	$52
Might & Magic 3	$59
Phantasy Star 4	$79
Pirates! Gold	$46
Revngrs Vengnc CD	$44
Romnc 3 Kingdoms 2	$56
Shining Force 2	$64
Technoclash	$42
Uncharted Waters	$59
Vay CD	$49

GEN KICK & PUNCH

BattToads/Dbe Dragn	$46
Clayfighter	$52
Double Dragon 5	$52
Dragon	$56
Eternal Champions CD	$46
Fatal Fury 2 MA-13	$56
Juggrnauts:Nw Breed	$56
King of Monsters 2	$54
Mrtl Kmbt CD MA-17	$46
Mortal Kombat 2	$69
Power Instinct	$52
Rise of Robots CD	$46
Super Street Fightr 2	$66
TMNT:Tournam Fitrs	$56
Virtua Fighters	$79
World Heroes 2	$56

GENESIS SHOOTERS

Black Hole Asslt CD	$42
Blaster Master 2	$36
Crime Patrol CD	$49
Exo Squad	$56
Gauntlet 4	$42
Gunstar Heroes	$19
Lethl Enfc wgn MA17	$66
Lethl Enfrcr wgn CD	$56
Lethal Enforcers 2	$69
Lode Runner CD	$46
Mad Dg McCre 2 CD	$49
Mega Turrican	$36
Microcsm CD MA-13	$49
Rebl Asslt 3D CD GA	$46
Road Blasters	$29
Silpheed CD	$43
Skeleton Krew	$46
Soul Star CD	$44
Stellar Fire CD	$42
T2:Arcade Game CD	$52
View Point	$54

GEN SIMULATIONS

688 Attack Sub	$56
Al Unser Jr Racing	$46
Choplifter 3	$49
F15 Strike Eagle 2	$48
Formula 1 GP CD GA	$46
Ground Zro Texs CD	$54
Mario Andrt Racg GA	$52
Megarace CD	$44
Monster Truck Wars	$49
Outrunners GA	$56
Road Avenger CD	$42

GEN SIMULATIONS

SeaQuest DSV	$56
Skitchin' MA-13	$42
Speed Racer	$49
Super Bike Challenge	$49
Super Off Road	$29
Tomcat Alley CD	$49
Top Gear 2	$52
Virtua Racing GA	$79
Wing Commander 2	$56

GENESIS SPORTS

Barkley Basktball GA	$49
Bill Walsh Coll FB 95	$54
Brett Hull Hockey	$56
Cal Ripkin Baseball	$46
College Fball 94 GA	$52
ESPN Football GA	$54
FIFA Interntnl Scr GA	$52
Golf Mg 36 Holes CD	$52
Hardball 94 GA	$56
Jammit	$56
Joe Montanna CD	$39
Links Pro Golf CD	$56
MLBPA Grnd Slm BB	$54
Madden Fball 94 GA	$49
NBA Bball NBA Actn	$49
NBA Showdown GA	$52
NHL Hockey 94 GA	$49
PGA Tour 3:Euro GA	$49
Pebbl Beach Golf GA	$44
Pele Soccer 2 GA	$49
RBI 94 GA	$52
Tecmo Baseball	$56
Tecmo Hockey	$54

GENESIS SPORTS

Tecmo Supr Bowl GA	$54
Troy Aikman Football	$59
Vitale Basketball	$52
WCW Super Brawl	$49
WWFSW:Rag Cg CD	$42
World Champ 2 GA	$46
World Cup USA	$54

GENESIS STRATEGY

Aero Biz Supersonic	$59
BreakThru	$46
Clue	$44
Columns 3 GA	$46
Dragn Fury 2 MA-13	$46
Dune:Batt for Arrakis	$49
General Chaos	$32
Genghis Khan 2	$59
HUMANS	$36
Jeopardy CD	$49
Jeopardy 2 Dlx	$49
Jeopardy Sports Edit	$49
Liberty or Death GA	$59
Monopoly	$46
Nobunaga's Ambt GA	$49
Operation Europe	$62
Powermonger CD	$43
Romance 3 Kingdm 3	$59
Shanghai 2 GA	$44
Sim City 2000 CD	$52
Star Wars Chess CD	$46
Super Battleship	$43
Third World War CD	$44
Warrior Rome 3 CD	$54
Wheel Fortune 2 Dlx	$49

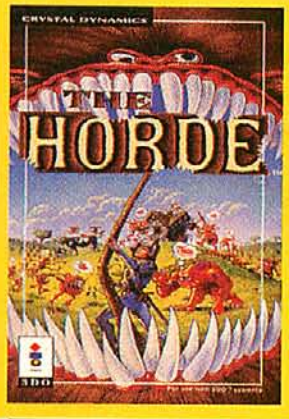
OVERNIGHT SHIPPING in US $4 per order. Mail to Canada, PR, HI, AK, APO, FPO $4 per order. 4-8 day Worldwide shipping $6 per item. Handling $2 per shipment.

Visa/MC Accepted. Checks Held 4 Weeks. Money Orders same as cash. COD $8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. All sales final. Call for details.

FREE GAME OFFER*



'MIGHT & MAGIC 3' Lead a party of hand-picked adventures to a rendezvous with the legendary wizard Corak. You must rid Terra of the Evil that abounds. Offers realistic sound effects and beautifully sculpted landscapes of swamps, snow, sand and fire to make the Isles of Terra come alive. **$59**



'THE HORDE' is an unflossed rabble of eating machines that come in multiple sizes and cravings. The CD sizzles with live-action digitized video of the heroic Chauncey and Evil High Chancellor. Offers mouth-watering texture-mapped 3D characters and digitized eating noises and other sound effects. **3DO $52**



'STREETS OF RAGE 3' Snatch the Police Chief and replace him with a robot? Bomb city streets to splinters? Mr. X and the Syndicate surface once again to hatch the ultimate evil plot! Offers totally new moves, out-RAGE-ous 2 player combo attacks, four bone-busting endings, and thrashing digitized sound FX. **$59**



'DEATH AND RETURN OF SUPERMAN' The most publicized event in comic history is now a game. The story line is recreated from the fatal battle with Doomsday through the *Reign of the Superman* to the *Return of Superman!* **$59**



'DUNE' Explosions rip the sky, metal rains down & troops clash as 3 houses lock in a struggle to overtake the war-torn planet Dune. You must conquer forces, human or inhuman to secure the future of your dynasty. How far will you go to control the universe? Features 9 levels of extreme warfare & intense combat. **$49**

*FREE GAME OFFER

Buy 3 in stock Super Nintendo games and choose a 4th game from the list below. Offer subject to change or cancellation without notice. Valid from July 1st through August 31st or while supplies last.

Lawn Mower Man (SNES), Pink Panther (SNES), Run Saber (SNES), Troddlers (SNES), Wizard of Oz (SNES).

SNES HARDWARE

Champnship Joystck	$56
Power Plug	$34
Super Link 5 Playr Lk	$29
Super Multitap	$32
Super Nintendo Sys	$139
Super Scope	$54
Wireless Control Pad	$42

SNES ADVENTURE

ActRaiser 2	$46
Aladdin	$49
BlackThorne	$52
Bonkers	$59
Captain America	$42
Death of Superman	$59
Demolition Man	$56
Dracula	$46
EarthWorm Jim	$56
Flintstones Movie	$54
Impossible Mission	$52
Incredible Hulk	$54
Joe & Mac 2	$49
Knights Round Table	$56
Pirates of Dark Water	$52
Ren & Stimpy Shw 2	$52
Robocop Vs Termintr	$56
Spiderman & Venom	$62
Spiderman & X-Men	$49
Star Trek Next Gen	$59
Super Return of Jedi	$59
T2:Arcade Game	$49
Untouchables	$52
Young Merlin	$56
Zombies Ate Neighbr	$49

SNES KICK & PUNCH

Akira	$52
Battle Blaze	$36
Brawl Brothers	$49
Clayfighter	$56
Doomsday Warrior	$46
Double Dragon 5	$56
Fatal Fury 2	$59
Final Fight 2	$49
King of Dragons	$59
King of Monsters 2	$54
Kung Fu:Legnd Cont	$56
Mortal Kombat 2	$69
Ninja Warriors	$56
Peace Keepers	$54
Power Instinct	$54
Shadow of Ninja 2	$54
Shien's Revenge	$56
Supr Street Fightr 2	$66
TMNT:Tournamt Fitrs	$56
WCW Super Brawl	$52
World Heroes 2	$59

SNES SHOOTERS

Cybernator	$39
Exo Squad	$56
Fire Striker	$52
Galactic Defenders	$56
Lethl Enfrc gn MA17	$64
Operation Logic Bomb	$39
Super Metroid	$56
Supr Sonic Blstmn 2	$54
Total Carnage	$49
View Point	$54
Vortex	$54

SNES ROLE PLAYING

Brain Lord	$59
Breath of Fire	$59
Dragon Warrior 5	$62
Equinox	$52
Eye of the Beholder 2	$69
Final Fantasy 3	$66
Illusion of Gaia	$59
Inindo	$56
Lord of the Rings	$54
Lufia 2	$56
Might & Magic 3	$59
Runes of Virtue	$59
Secret of Mana	$59
Shadow Run	$56
Ultima 6	$59
Uncharted Waters	$59
Warrior of Rome 3	$52

SNES SIMULATIONS

8 Hours	$52
Aero Fighters	$52
Al Unser Jr Racing	$52
Choplifter 3	$44
Freeway Fly Boys	$49
Lambrghn Amer Chll	$46
Monster Truck Wars	$58
Nigel Mansell	$46
Pacific Theater Oprt	$59
Star Trk:Starflt Acad	$56
Super Battle Tank 2	$52
Super Off Road:Baja	$49
Wild Trax	$56
Wing Comm Scrt Mis	$49
World Champ Rally	$56

SNES STRATEGY

Aero Biz Supersonic	$59
BreakThru	$46
Genghis Khan 2	$56
Jeopardy Sports Edit	$52
Lemmings 2	$54
Metal Marines	$59
Monopoly	$46
Operation Europe	$62
Pinball Dreams	$49
Risk	$52
Sim Ant	$42
Super Bomberman 2	$52
Supr Caesars Palace	$46
Super Tetris	$49
Utopia	$49
Wheel Fortune 2 Dlx	$49

SNES SPORTS

ABC Monday Night FB	$44
Barkley Basketball	$56
Bill Walsh College FB	$44
Bret Hull Hockey	$49
Bulls V Blazers	$29
ESPN Football	$54
FIFA Internatnl Soccr	$52
Goerge Foreman Boxng	$32
Hardball 3	$56
Jammit	$56
Legends of the Ring	$46
MLBPA Baseball	$52
Madden Football 94	$52
Mega Man Soccer	$56
NBA Jam Session	$59
NBA Showdown	$46

SNES SPORTS

NFL Team Heroes	$54
NHL Playrs Hocky 93	$29
Pele Soccer	$52
Slam Masters	$59
Supr Baseball Sim 1000	$24
Tecmo Baseball	$59
Tecmo Supr NBA BB	$54
Troy Aikman Football	$59
Winter Extreme	$54
Winter Olympics	$54
World Cup USA	$54

3DO

3DO System	$499
11th Hour	$59
Battle Chess	$46
Madden Footbal	$49
Rise of the Robots	$49
Sewer Shark	$52
Wing Commander	$49

GAME GEAR

GG Systm Sonic 2	$129
Aladdin GA	$32
Dynamite Headdy	$32
Itchy & Scratchy	$32
Jurassic Park	$36
Mortal Kombat 2	$39
Ren & Stimpy Show	$32
Shining Force 2	$39
Winter Olympics	$29
X MEN	$36

JAGUAR

Jaguar System	$249
Alien Vs Predator	$58
Barkley Basketball	$54
Battle Zone 2000	$54
Brett Hull Hockey	$54
Brutal Sports Fball	$56
Castle Wolfenstein	$54
Checkered Flag 2	$58
Evolution:Dino Duds	$44
Hardball 3	$54
Jack Nicklaus Golf	$54
Kasumi Ninja	$54
Raiden	$44
Tempest 2000	$52
Tiny Toon Adventures	$52
Ultra Vortex	$54

NEO GEO

Neo Geo Gold Sys	$569
3 Count Bout	$189
Art of Fighting 2	$199
Fatal Fury 2	$199
King of Monsters 2	$169
Samurai Showdown	$199
Super 8 Man	$99
WindJammers	$199
World Heroes 2 Jet	$199

HINT BOOKS

Gensis Secrt of Game	$6
Sonic Strategy Guide	$16
Turbo Grafx Secrets	$10

Adventures in Role Playing



AL-QADIM Whisks Away Traditional Role Playing On Its Magic Carpet

by Petra Schlunk

AT THE COMPUTER GAME DEVELOPERS' CONFERENCE THIS PAST APRIL, ADVENTURE AND ROLE-PLAYING game designers gathered in several sessions to discuss the state of their art. Under discussion were the ideas of emphasizing storytelling over traditional adventure game puzzles; having character development more dependent on accomplishing significant things rather than on killing a large number of creatures; and increasing the player's emotional involvement with the central character by limiting the number of characters in the party and increasing the player's interaction with other characters. All of these ideas seemed like good ones, and I went away from the sessions eager to see if they would actually be implemented in future games.

Just a few months later, I'm surprised to find that **Strategic Simulations'** latest game, AL-QADIM, incorporates many of the evolutionary changes that the role-playing game designers had discussed. In AL-QADIM, SSI has taken a decisive step away from their previous role-playing releases, like RAVENLOFT and DARK SUN. Many standard elements of role-playing games—character generation, extensive exploration, complex combat and magic systems—have been removed or de-emphasized, and elements from adventure games—greater emphasis on puzzle solving and increased object manipulation—have been added. The result is a new kind of role-playing game that may point toward the future of the genre.

Al-Qadim: The Genie's Curse

Price: $54.95 (floppy), $49.95 (CD)
System: IBM, IBM CD-ROM
Requirements: 386-33 or better, 4MB RAM, VGA graphics; supports Sound Blaster, Gamewave 32/Soundwave 32, Soundscape, WaveBlaster, SoundCanvas, ProAudio Spectrum sound cards
Protection: Manual look up
Designer: Herb Perez
Publisher: Strategic Simulations, Inc. Sunnyvale, CA (408) 737-6800



I DREAM OF GENIE

In AL-QADIM, a genie has been freed from the control of his master. A curse or a blessing? That is open to debate, but the forces that have freed him are working to emancipate more genies with the hope of placing the newly freed genies under the control of other masters, the Nameless Masters. There is only one being who can save the world from this threat: a young corsair, the son of Zubin Al-Hazrad of Zaratan. The boy is still green, just completing his training as the story begins. He is on his way to be wed to the Caliph's daughter. After the corsair returns to his home, his family is blamed for a shipwreck involving the Caliph and his daughter. The young corsair must now find a way to restore honor to his family and find his betrothed who was lost when the hurricane that destroyed the ship swept her overboard.

INTRODUCING OUR HERO

Character generation and development are quite limited in AL-QADIM. There is one hero who starts the game as a second level corsair with predetermined statistics. He gains experience points primarily by successfully solving puzzles, discovering things, and finishing quests. Some experience points are awarded for killing creatures, but combat is not really stressed in this game. Levels are gained after enough experience points are collected, and increases in levels are accompanied by increases in hitpoints and by the opportunity to learn new combat skills.

The interface is extremely easy to learn and to use. Movement and almost all object manipulations are mouse directed, although keyboard and joystick alternatives exist. All actions aside from movement and using projectile weapons (i.e., talking, fighting, picking up objects, breaking things, moving things, reading, etc.) occur by pressing the same key or mouse button. When you press the action key or mouse button you automatically do the "appropriate" thing with the object. In this way, the tedium of finding the right thing to do with objects—a tedium prevalent in adventure games—has been eliminated. Inventory management has also been thoughtfully designed. Important objects are either automatically picked up, or the option to

GETTING TOTALLY INTO IT IS EASY.



GETTING TOTALLY OUT OF IT ISN'T.









Enter the deep, dark realm of Hexx — a world of twisted paths and one very twisted mind. Guide four adventurers through a labyrinth of texture-mapped dungeons in an attempt to free the Gods of Magic from the grasp of an evil wizard. Where every move is from a first-person perspective. Where every step is action-packed, every graphic out of this world. "One of the best first player perspective RPG's I've ever played," says PC Action. Now at your local retailer. For a very small sacrifice.

hexx™

HERESY OF THE WIZARD

PSYGNOSIS

Look for Hexx, Hersey of the Wizard at your favorite software retailer or call 1-800-438-7794 (GET PSYG) to order your copy today.
Psygnosis, Ltd., 675 Massachusetts Ave., Cambridge, MA 02139 Phone: 617-497-7794 Fax: 617-497-6759



TRAP-DOOR SPIDERS If you want to avoid being an arachnid entree, you'd better move fast!

take the object is presented when you look at it. In addition to the simplified interface, the game allows you to set the difficulty level (very easy, easy, normal, hard, very hard) which affects the strength and aggressiveness of monsters encountered throughout the game. The biggest problem with the interface is that positioning the character in order to do something specific can take a while.

The interface for AL-QADIM has been streamlined so well that even the real-time combat in this game is simple. The hero can control up to two weapons at a time: his scimitar (which becomes more powerful as he finds special objects) and a projectile weapon (either a sling or a magic shard). In any case, there is not a lot of combat and, in keeping with the supportive role that the combat plays in the story, much of it can easily be avoided. The magic shards that can be found are used to cast spells. The only requirement for casting a particular spell is that your hero be carrying a shard that contains that spell. But, while there is some magic in the game, the entire game can be played without ever using the magic system. After combat or after incurring injuries by other means, the hero can restore his hitpoints by drinking healing potions or by visiting special locations that can magically heal him.

IT'S A SMALL WORLD AFTER ALL

Another way in which AL-QADIM diverges from standard role-playing games is in the way that it has de-emphasized exploration. The game world is fairly small, although there is considerable variety (significant places include castles, a jail, various islands, an oasis, towns and mazes). The travel perspective is an overhead view and there are colorful ways, like ships and flying carpets, to travel from place to place. All exploration occurs without the benefit of an automapping system. However, the mazes, dungeons, buildings and towns are all fairly small. In addition, in many of the areas, the only travel options are unidirectional, making it difficult to get lost. Even though there are a few secret doors, discovered only by walking into walls, these do not add a sufficient level of complexity to the dungeons and buildings that an automap is required.

ON SAVING THE RIGHT THING

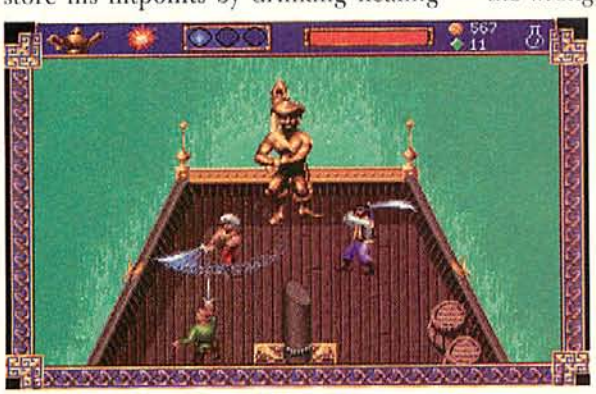
Conversations with the beings your hero meets form a significant part of this game. The conversations appear as text on the screen; sentences or phrases are chosen by clicking on them. The conversations are important for plot development, but the latitude for role-playing in this area is not great: you don't get anywhere if you say the wrong thing, but you generally don't get punished either.

AL-QADIM features a number of puzzles and mazes. Many puzzles are of the lever and pressure plate variety, but others involve answering questions correctly or carefully examining available items. A few of the puzzles have an arcade-like quality to them (dodging traps), but, thankfully, getting past them does not require a high level of hand-eye coordination. While solving puzzles is critical to plot advancement, the puzzles in AL-QADIM are well-balanced, neither too difficult nor insultingly simplistic.

The game is not a standard role-playing game and it is not a standard adventure game. AL-QADIM is a story in which we get to play the main character. While we may have few choices in what to do or when to do it, the story is charming, graphically pleasing (less can be said of the music and sound effects), of reasonable length (about 20+ hours) and worth "playing." In this game, elements of both role-playing and adventure games are blended cleverly with one of the most facile interfaces to date. The game has eliminated much of the fuss that comes with role-playing games (the nitty-gritty details, statistics, endless fighting). It has also bypassed many of the things that I view as flaws in adventure games (improbable puzzles, overly simplistic plot lines, the endless tinkering to determine which action or verb is needed to associate two items). So, while I sit quivering in fear that my favorite type of role-playing games—the gigantic, number-crunching monsters—may soon be dinosaurs in this business, I still salute the positive accomplishments of this game. Borrowing heavily from the Arabian Nights, AL-QADIM has captured the charm and wonder of those tales.



JACUZZI OF THE GODS Conversation with NPCs is the key to winning—but be careful about disturbing a Genie while he's skinny-dipping.



WHIRLING DERVISH Although fighting is de-emphasized, you'll still face some opponents in traditional arcade style.

AL-QADIM: THE GENIE'S CURSE

RATING ★★★1/2

PROS Ah, role playing without orcs and trolls! The charming setting, silk-smooth interface, and mid-level difficulty are like three blessings from Allah.

CONS Some might appreciate the attempt to lighten up role playing, but many hard-core fans won't be amused. The sound and music could be a bit more robust.

FALCON GOLD: THE BEST-SELLING COMBAT FLIGHT SIMULATIONS OF ALL TIME NOW IN ONE HANGAR.



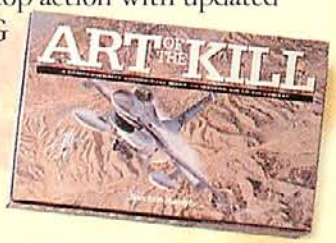
The complete collection of *Falcon 3.0* flight simulations plus *Art of the Kill*, the ultimate dogfighting trainer, on one CD-ROM!



Three of the world's deadliest jet aircraft. Over 630,000 square miles of realistic terrain in seven different theaters of war. Solitaire, two-player head-to-head and six-player network play. Only Falcon Gold *has so much action.*

Never before has such awesome firepower and excitement come together. *Falcon Gold* combines the newest versions of *Falcon*® *3.0*, *MiG-29*™, *Hornet: Naval Strike Fighter*™, and *Operation: Fighting Tiger*™ plus *Art of the Kill*™—a tremendous value!

Experience nonstop action with updated flight models of MiG and Hornet. Face real-world tactics as you lead your squadron to victory. Enjoy explosive air combat as you dogfight and bomb your way through seven fully-animated war zones. Your gameplay decides the outcome of every battle. *Art of the Kill* is the hottest live-action training ever. Learn from a pro how to maneuver and attack—then fly your own training missions.



Learn the secrets of air-to-air combat from the pros with Art of the Kill.





Experience deadly air-to-air and air-to-ground combat with fully realistic aircraft.

Nothing gives you thrills this real. Nothing shines like *Falcon Gold*.

Spectrum HoloByte

2490 Mariner Square Loop, Alameda, CA 94501

For Visa/MasterCard orders call 24 hours a day, 7 days a week: (800) 695-GAME.

Circle Reader Service #109



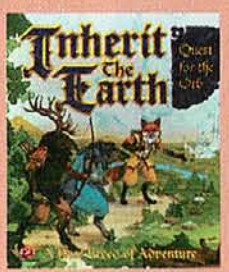
Aesop's Quest

New World's INHERIT THE EARTH Is An Adventure Bred In Tooth And Claw

by Allen L. Greenberg

IN HIS LANDMARK ESSAY, *BEOWULF: THE MONSTERS AND THE CRITICS*, J.R.R. TOLKIEN CHALLENGED THE NOTION THAT fairy-tale creatures belonged exclusively to stories for children. Nearly 60 years later, the appeal that fantasy characters have for adults is no longer a matter of question. Non-human races have been accepted and embraced in adult literature, just as there are also many adults who treasure and enjoy stories written by Hans Christian Anderson and the Brothers Grimm. INHERIT THE EARTH, an adventure game from **New World Computing**, features an anthropomorphic cast of animals that might just as easily be found in a "Little Golden Book." The game's appearance is strikingly like that of a brightly colored children's story, and nearly all of its puzzles are intended for the beginning player, but this is by no means a game geared for young children. As they solve its various puzzles, players will find themselves moving back and forth between fairy-tale and science-fiction in a post-apocalyptic quest to recover a sacred object.

Inherit The Earth: Quest For The Orb



Price: $59.95
System: IBM
Requirements: 286 or better (386+ recommended), 2MB RAM, VGA graphics, 8MB hard drive space, mouse; supports most major sound cards.
Protection: None
Designers: The Dreamer's Guild
Publisher: New World Computing
Hollywood, CA
(818) 889-5600

The intelligent animals that populate INHERIT are referred to as "morphs" as a result of their having undergone metamorphosis at the hands of human scientists. In a rather poetic introduction, a wizened morph lists the various gifts and qualities that were given to the animals, including speech and intelligence. Mysteriously, the humans have disappeared. This leads the abandoned morphs to speculate not only as to their whereabouts, but also what other attributes the humans might have taught them had they remained on Earth. Ironically, the creatures imagine humans as almost god-like, despite leftover ruins which clearly suggest otherwise. The humans have, however, also left behind several valuable objects. Among these are "orbs" capable of vocalizing a great deal of scientific information. The "Orb Of Storms," which predicts the weather and is therefore considered a most valuable object, has been stolen from its shrine and must be recovered.

RUNNING WITH THE RIFFRAFF

You are a fox named Rif, and you have been unjustly accused of stealing the Orb of Storms. There are many clans of morphs in addition to the Foxes, including Rats, Boars, Wolves, Elks, Cats and Dogs. Each clan has apparently retained many of the attributes associated with them in their pre-morph days. Thus, Foxes are somewhat sly, while Elks are extremely noble, and Boars are somewhat...boorish. While under the distrustful eyes of Okk the Boar and Eeah the Elk, you must prove your innocence by recovering the Orb of Storms. Your prime motivation for putting up with this abuse is the capture of your mate, a fox named Rhene, by the Boar clan. If the orb is not returned, neither will she.

The land in which INHERIT unfolds is a sprawling one, and there are many locations for the fox and his traveling companions to visit. While traveling in between these locations, you are able to determine Rif's path by way of an overhead view of the continent. As the game progresses, it becomes necessary for Rif and his friends to move into the unexplored "Wild Lands." At this point, you must procure a map from Tycho Northpaw, canine cartographer. His map, however, is useful for only a portion of the Wild Lands, beyond which you will need to explore on your own. While in towns or villages, there are several streets and pathways to scout out. This can take a while, because only a very small portion of the area surrounding the lead characters is shown on the screen at one time. Among the town and city streets are buildings that are outwardly undistinguished, yet contain important objects or information. Once you have visited these buildings, it is often necessary to find them again once you have been elsewhere.

MAZED AND CONFUSED

Much of the time you invest in INHERIT will undoubtedly be spent moving back and forth between its many sites. An inordinate number of locations may only be reached by negotiating mazes of varying complexities. INHERIT contains a number of different mazes through which Rif will find himself traveling at least a dozen different times. Mazes, of course, like any other gaming device, are a matter of personal preference. However, even the most wel-



A maniacal,

carnage-loving

Kzinti Patriarch,

a paranoid fleet of Puppeteer

worlds, and

the entire Kzin

and human races want you dead.

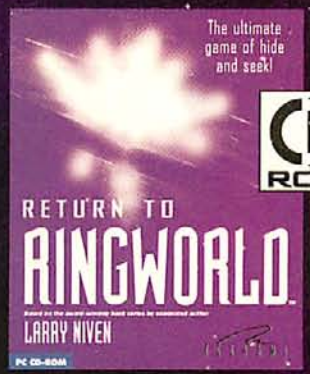


Imagine if they knew you held the secret to space's greatest mystery, too.

RETURN TO RINGWORLD™

Based on the award-winning book series by celebrated author Larry Niven.

You're a 29th-century fugitive, hunted by every society in Known Space. But that's what you get for preventing Puppeteer genocide and averting another interstellar Man-Kzin war. In *Return to Ringworld™*, the breathtaking sequel to *Ringworld: Revenge of the Patriarch™*, your heroic adventures force you to run and hide for your life. That is, until you seek to uncover the greatest mystery of Known Space. This riveting feature-length adventure lets you instantly alternate the action between three main characters, all within a massive play area designed for endless exploration. VGA-rendered, 3-D cinematic graphics—plus full-motion animated effects and digital stereo sound—turn science fiction into reality. Welcome back to Ringworld...and to the ultimate game of hide and seek!



Visit your local retailer or call 1-800-482-3766

TSUNAMI

Distributed by
TIME WARNER INTERACTIVE
2210 Olive Avenue, Burbank, CA 91506

D4T108P2

Circle Reader Service #186



INTERROGATING THE MOLE This game is up to its coat closet in furry creatures. Here, Rif and gang prod the money-changer mole for clues.

come gaming challenge deserves to be dealt out in moderation, and not every player would consider maze-travel their favorite type of challenge. Clearly, several of INHERIT's mazes could have been sacrificed in favor of some other types of exercises.

Most of INHERIT's puzzles are of the simple, object-manipulation variety. Some of the time, other characters in the story are shouting hints from the sidelines, telling Rif where to go next, what objects he must find, and where to put them. There are many conversations in the story in which you must select Rif's questions and answers from a list of four or five possible choices. For the most part, the object of these conversations is to gather as much background information as possible. However, there are also a number of guards and guardians who must be tricked into allowing Rif and his followers to continue on their way.

For instance, Rif must travel to the shrine from which the Orb was stolen and convince its priestess that he is worthy of entering the shrine, and then uncover several clues there as to the nature of the thief. Elsewhere, a wise mouse, carefully hidden behind a barrier of mazes, is the only one capable of interpreting those clues. There is the king of the boars, whose mud-entrenched dwelling hides a sign that he has been in conference with one of the earth's most dangerous clans. A dog named Tycho, the aforementioned cartographer, will assist Rif in his foray into the Wild Lands provided Rif is able to repair his ancient telescope. The science required to repair this device is hidden in one of the other orbs, currently owned by the industrious Ferret clan. Rif will need to prove his worthiness to the Ferrets before he begins to interpret the instructions given him by their orb.

There is an island beyond the Wild Lands, where Rif will uncover some leftover human technology, now under the misguided use of the game's villainous thief. Once the thief has been discovered, the game quickly plays itself out to an abrupt conclusion which whisks the lead character back to his fairy tale origins, and leaves several plot threads either forgotten or in limbo for a possible sequel.



THE FOX AS THE HOUND Rif and friends will criss-cross this map many times in sniffing out the trail that leads to the Orb of Storms.

BEAUTY AND BEASTS

While INHERIT's puzzles and mazes may prove less than satisfying, there is no denying the beauty of its presentation. As already mentioned, the art and animation exude storybook charm. The background music is pleasant and the sound effects well crafted. The program's interface is well designed, and ideal for beginning gamers. Dialogue appears above whichever character is speaking, in character-specific colors. The bottom of the screen shows the face of any character with whom Rif is dealing. The bottom portion of the screen also lists familiar commands such as "talk to," "take" and "open" for dealing with objects and other characters on the screen. Finally, a visual list of objects in inventory is also displayed. The game requires a mouse, which is used in constructing all commands, as well as indicating in which direction the lead character should move.

The opening sequence features some talented actors speaking the lines of the main characters. Unfortunately, once the sequence is over, the voices are no longer present. However, the packaging promises that a CD-ROM version of INHERIT will be released shortly, and will feature voice-acting throughout the game. The CD-ROM disk will also include additional material, including an extended, hopefully more satisfying, ending sequence.

There is no denying that INHERIT boasts a thought-provoking story, and has been put together with a great deal of artistic flare and talent. It's ease of use and appealing presentation will make it a very seductive program for newcomers to adventure gaming. However, it is difficult to escape the conclusion that the game's puzzles were given the least amount of attention, and that some of its many mazes were tacked on in order to extend its limited game play. This is an odd mix of a program, whose many qualities and merits are as difficult to ignore as its flaws.



I'LL HUFF AND I'LL PUFF Ok, so Rif is a fox, not a wolf, but he'll still be making plenty of house calls.

INHERIT THE EARTH

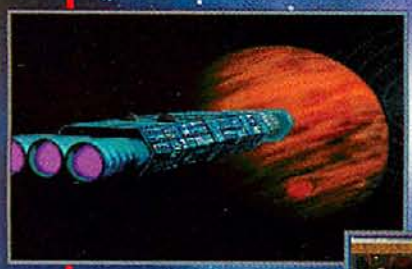
RATING 2 1/2

PROS A cute and cuddly story that will snare the beginning adventurer.

CONS Unfortunately, it seems the puzzle designer was a beginner, creating endless mazes (enough already!) and a puzzle structure that reduces you to a fantasy Federal Express courier (see Scorpia's Sting).

You're not the first human to battle the ancient alien legacy.

But if you lose, you'll be the last.



Explore space, build colonies, invent technologies and battle aliens to save humanity.



Construct planetside and orbital colonies to generate needed resources.

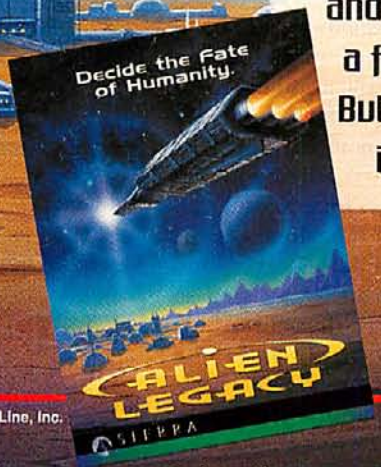


Fly over detailed planets in search of essential resources and clues.



Consult your officers for tactical advice.

The silent planets of a distant sun glimmer and swirl before you. You command the interstellar seedship U.N.S. Calypso. Your mission: Explore and colonize as a means of discovering a faster-than-light propulsion device. But beware! The blackness around you is teeming with ancient mysteries.



Available for IBM PC/compatibles.

See your local retailer or call 1-800-757-7707 [offer 0843].

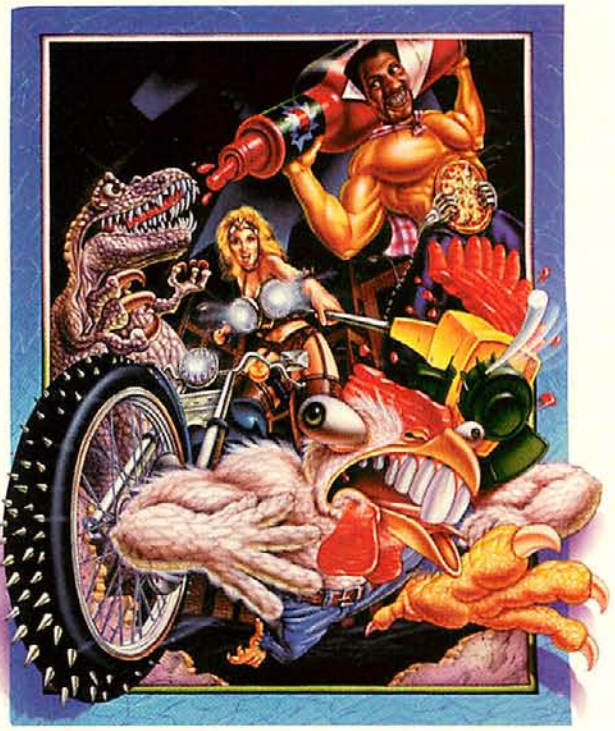
SIERRA®

© and TM indicate trademarks of, or licensed to, Sierra On-Line, Inc. All rights reserved. © Sierra On-Line, Inc. 1994.

The Toxic Humormonger

Steve Meretzky Returns With Legend's SUPERHERO LEAGUE OF HOBOKEN

by Johnny L. Wilson



ROBOMOP PICTURED HIS WEED WHACKER AS A MORNING STAR AS HE BROUGHT IT TO BEAR ON THE ANIMATED piece of furniture before him. The whirring string of the garden tool ripped the cheap veneer off the Bureau-Crat, the red tape spewing chest of drawers that looked vaguely like a Disney creation seduced by the dark side of the farce. Tropical Oil Man, unable to use his superpower to increase the cholesterol level of his foes, opted to snap the Bureau-Crat's side with a big rubber band. Iron Tummy, the man for whom Tobasco sauce was a soothing bedtime drink, scraped the front of the villain with a rusty nail, and the nightmare wardrobe disintegrated into splinters. The good guys won! Rummaging through the wreckage, Crimson Tape discovered an asbestos yarmulke in a battered drawer, which he promptly plopped on his head. Satisfied, the group lumbered off to dismantle Limburger Bombs or defeat rabid sheep. Another victorious day for the SUPERHERO LEAGUE OF HOBOKEN!



ZOUNDS! Steroid Man looks tough, but his arteries won't stand a chance against Tropical Oil Man's high cholesterol attack.

THE SUPERHERO LEAGUE OF HOBOKEN should be entertaining to anyone who remembers when superheroes were fun: the golden days when Johnny Thunder (*All Star Comics*) would solve crimes and defeat villains by invoking a power he didn't realize he had (he would wish something after saying some gibberish); the silver days when Plastic Man would contort himself into wild and wonderful shapes the like of which Reed Richards (Mr. Fantastic of the Fantastic Four) would only be able to envy; and **Marvel**'s more recent attempt to inject superhero insurance policies and legal liability into the Marvel Universe with *Damage Control*. It is colorful, silly and challenging. It is extremely well-written. It's a Steve Meretzky game!

For the initiated, those who have met Floyd the Droid, foiled the famed Leather Goddesses, explored the Great Underground Empire, and graduated from Sorcerer's U, it is both a familiar and an unfamiliar milieu. It is familiar because Meretzky knows how to craft stories with marvelous imagery and energy. It is unfamiliar because it is the world of the future with a darker, harder edge than most Meretzky games. It is filled with radioactivity, toxic waste, mutants and monsters, yet the stark and dark background stories are then twisted so that, rather than disturbing the player with chaos and anomie, the cataclysmic backdrop sets up the jokes. Like most of his games, the humor is compounded by encounters with weird, off-kilter characters like the Tuppers (monsters with air tight compartments in which to hold their prey, tending to group together into Tupper War Parties), the Terrible Twos (two-headed, infantile monsters who throw tantrums) and Marketoons (amoral creatures who attack with telemarketing). Unlike most of his games, there is a heavy duty dose of combat thrown in.

Legend Entertainment is becoming known for comedy adventures: ERIC THE UNREADY was a comic masterpiece and COMPANIONS OF XANTH was somewhat weak as a game, but full of Piers Anthony-style humor. In THE SUPERHERO LEAGUE OF HOBOKEN, Legend has gone beyond the boundaries of graphic adventures and interbred their traditional fare with elements of computer role-playing. Role-players will enjoy creating a party of characters with



LEAPIN' LAB RATS! The Superheroes visit a rival league, only to discover what they already know—they're a bunch of rodents.



GO JOISEY! The Superheroes will wander the streets of a topologically correct New Jersey. Even the stench of the Hackensack River is authentically modeled.

four attributes (Brawn, Toughness, Brains and Health) plus a primary superpower and, potentially, several secondary superpowers. They may not like the fact that they cannot generate these characters themselves. They should also like the less linear construction of the game.

Like many CRPGs, the game is mission-based. Players get their missions from Matilda the Computer and gain experience points whenever they successfully complete a task. You start by creating a party of superheroes and moving across a tile-based map, exploring the terrain of the northeastern portion of the United States square-by-square. Interestingly enough, Meretzky did a detailed study of the topography of this region and, since the game's introduction posits melting ice caps as part of the cataclysmic setup, figured out which areas of Newark, Paterson, Hoboken, and New York City were most likely to be flooded as a result.

As the party moves from square to square, the landscape is revealed from an overhead perspective, much like the exploration in SID MEIER'S CIVILIZATION. Many of the tiles feature familiar spots. One level has Shea Stadium and another has the Statue of Liberty. Each of these special locations allows you to enter one of the adventure game sequences.

ZAP! BIFF! POWIE!

Occasionally, the party will either surprise some urban nasties or be ambushed by some whenever they uncover a square. In these cases, combat is handled and resolved much like an updated WASTELAND. The main difference is that the nasties are absurd creations from the fecund mind of Mr. Infocom, Steve Meretzky, and the weapons are even goofier than some of those used in Harry Harrison's hilarious *Stainless Steel Rat* series of comic cosmic super spy novels.

Combat is phased so that one party resolves all of its attacks, then the other party resolves their attacks. Typical of role-playing games, the first rank of party members may attack with hand-to-hand weapons or ranged weapons, while those in deeper ranks may only use ranged weapons or their superpowers (essentially, equivalent to thrown spells in a more traditional fantasy game).

Unlike typical role-playing games, superheroes can also kibitz with the other heroes instead of actively engaging in an attack. Although the concept sounds pretty useless, the combat system usually gives an attack bonus to whichever hero has been kibitzed. For example, if the Iron Tummy criticizes Robomop's combat stance, Robomop's chance to hit the nasties is improved for that turn. The party also has the opportunity to flee at the end of any round in which one hero is still conscious. Of course, there is always the chance that the party will lose a valuable weapon, artifact or piece of armor, but discretion is often times the greater part of valor.

If the party is successful in combat, each character gleans experience points and there is a very good chance that they will find some treasure. Even though the treasure is often found in weird places like crusty, old pizza boxes, these repositories of goodies can be booby-trapped. So, as in most role-playing games, you'll need someone to "detect traps" before opening those treasure chests. That's where a party member like Mlle. Pepperoni (with the power to see into unopened pizza boxes) comes in.

Role-players will like the fact that characters improve their superpowers or gain secondary powers as they succeed in combat,



The Crimson Tape
has a knack for organizational charts.



Captain Excitement
exudes an aura of lethargy that puts foes to sleep.



Mlle. Pepperoni
able to see inside closed pizza boxes.



RoboMop
can clean almost any mess.



Tropical Oil Man
able to raise the cholesterol levels of foes.



Treader Man
really good at treading water.



The Iron Tummy
can eat spicy food without distress.



Oxide Man
the power to induce rust.



King Midas
his touch can turn anything into a muffler.



Princess Glovebox
the incredible power to refold road maps.



The Caped Cod
really good at treading water.



The Mighty Magnitude
the ability to raise any quantity by the power of 10.



Toast Buster
can vanquish baked goods.



Zaniac
has the power of confusion.



CLUB MELTDOWN Enjoy many lovely vacation spots in post-apocalyptic Pennsylvania. Here, you can recover a healthy glow in radioisotope baths.

and that the league of superheroes can move up in levels, just like those in more traditional role-playing games. Though players may be unhappy at first that they cannot generate their own characters, they should enjoy the fact that as the league's reputation is enhanced and the heroes advance upward in levels, more and more characters want to join their particular league.

MISSION IMPROBABLE

Role-players may also find it frustrating that there aren't any conversational elements in the combat encounters. However, that may not be as much of a problem since the game is not strictly a CRPG. It also features adventure elements. Indeed, each mission is actually a mini-adventure. You travel across the map and discover a specific locale. When you enter that locale, you also enter the COMPANIONS OF XANTH interface. The locales are explored in the way you would explore a location in Xanth, and the missions are solved as you would a graphic adventure puzzle.

The major difference is that you can discover the locales in most any order and that the puzzles are simpler than those in most of Legend's adventures. They are also more ridiculous than those in most—with the possible exception of XANTH. For example, Level 1 requires you to solve five different missions, including: the dismantling of a Limburger Bomb, dealing with a herd of rabid sheep, foiling the invention of an anti-commercial ray, fixing a computer that is treated as a holy oracle, and the removal of mass quantities of jalapeño peppers. Sometimes, the puzzles can be solved with something as simple as the use of a superpower, and sometimes they require the acquisition of an item from elsewhere.

As with the XANTH interface, clicking on a given object will often cause new verbs to appear in the verb list at the side of the action window. If only one new verb shows up, clicking again on the object will create the logical command with that verb. If several new verbs show up, you'll have to choose the best verb.

Within the adventure game locations, there are additional "rooms" to explore. In the various marketplaces, these may be hardware stores, pawnbrokers, shaman's tents or weapons shops. In old ruins like the SHL headquarters building, these may be additional rooms. At any rate, these other "rooms" will show up on the compass rose in the lower left-hand corner of the screen as new directions to travel. Clicking on the compass rose will cause a "Yes or No" dialogue box to appear on-screen which will enable the party to exercise or decline the option of entering these supplementary locations.

Within the supplementary locations are non-player characters. These characters are open to limited conversations and, particularly for merchants, these conversations can become repetitive and redundant. Nonetheless, there are some humorous conversational gambits to be tried with these and other characters, and such lines can be easily selected from short menus of possible phrases.

DOCTOR, DOCTOR

The goal of the game is to thwart the overall bad guy, Dr. Entropy, in his quest to prevent civilization from undergoing a rebirth. The Superhero League of Hoboken is a group of misfits who are considered to be incompetent. As the Crimson Tape, you are expected not only to assist civilization in becoming a phoenix, but to restore the reputation of these mutants who have grown beyond the power of mortal men. Accomplishing this task will require clever puzzle-solving, astute management and solid combat tactics.

Frankly, I think that adding the role-playing elements to THE SUPERHERO LEAGUE OF HOBOKEN helped improve the pace of the game, since you never know when you are going to be ambushed, and provides variety between the adventure-style puzzles. It is a unique and clever blend of adventure and role-playing that makes it ideal for beginners and veterans of both genres.

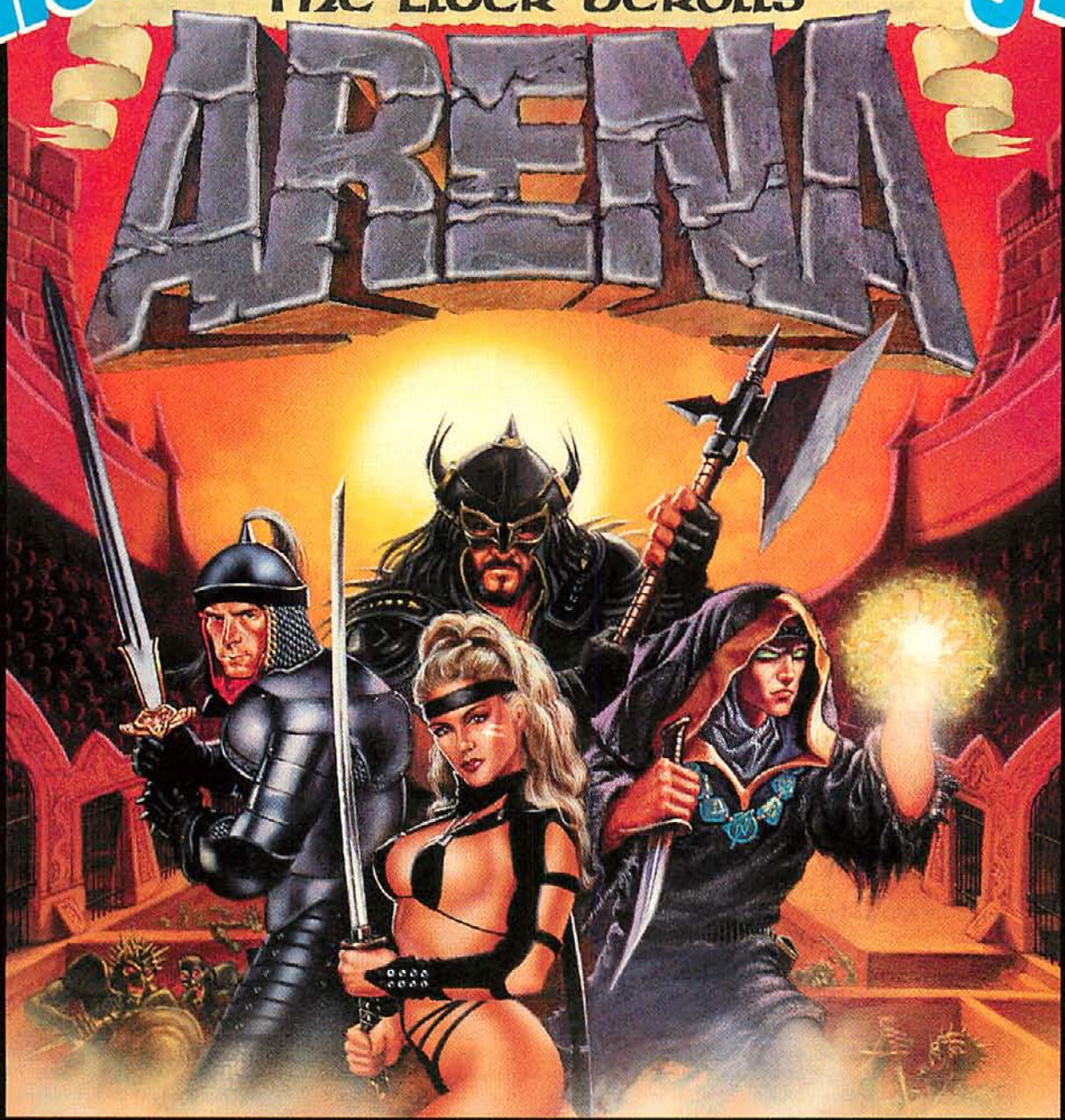


Circle Reader Service #42

"Sum it up in three words: GO GET ARENA." —Zach Meston, *Computer Player*

The Raves Keep Rolling In!

The Elder Scrolls ARENA



"Every few years a landmark game revolutionizes an entire genre...TES:Arena is that game. No other game has captured the feel and essence of role playing like this one. You must play this game: it has no equal."—Kevin Perry, *Computer Game Review*

...it may well be the game that establishes the new formula in RPG's.—Johnny Wilson, *Computer Gaming World*

TES:Arena surpasses all other role playing games in depth and realism! A must buy for RPG fans!"—Russ Ceccola, *Electronic Games*

"Graphics, sound, playability...Arena has it all!"—*Prodigy*

TES:Arena and Arena Hint Book now available. Visit your local retailer or order direct (1-800-677-0700) Dept. C7

BETHESDA SOFTWORKS™

Copyright © 1994 Bethesda Softworks. All rights reserved.

Circle Reader Service #40

CHIPS&BITS

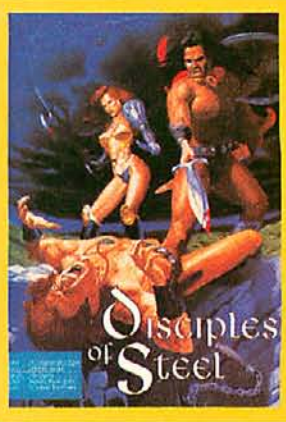
Call 800-699-4263 Fax 802-767-3382
Int'l 802-767-3033 Source 10086
PO Box 234 Dept 10086 Rochester, VT 05767



'THRUSTMASTER F-16 FLCS' A versatile stick with virtually unlimited programmability. It looks and feels like it was ripped out of the jet. The ultimate edge for any flight sims. Offers a grip modeled after the F-16 Fighting Falcon, four 8-way hat switches, and a dual stage trigger and 3 strategically placed buttons. **$119**



'SERF CITY: LIFE IS FEUDAL' Use thousands of serfs to create a kingdom that can challenge and overtake opposing settlements. Offers a complete economic system that the computer tracks. Fill your kingdom with 24 building types, feed serfs from five food staples, and make use of five natural resources. **$39**



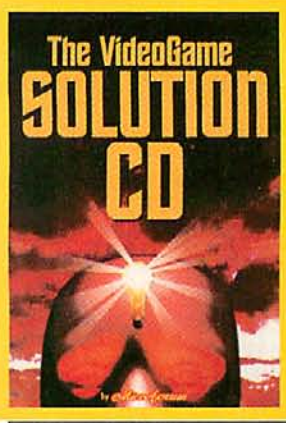
'DISCIPLES OF STEEL' Your sacred quest is to save your once rich and vast land from total destruction. You must unite the people of Lanathor to defeat the evil hordes. Offers amazing 3D adventure, control up to 8 disciples, stunning graphics, huge array of magical spells, and hundreds of quests. **$34**

FREE SHIPPING!

Place an order for an out of stock item and recieve FREE overnight shipping when product becomes available. Handling $2 per shipment.



'MAN ENOUGH' Five women and you. They want it all. But its not going to be easy. An interactive social adventure, Man Enough features almost an hour of live-action video, stimulating dialogue, which comes to life through digitized speech and 320 x400 enhanced VGA graphics **$39**



'SOLUTION CD' Have you ever played a game, got as far as you could, but just weren't able to finish? Would you like to be invincible, have unlimited lives or grand scores, discover hints that aren't in the manual or helpline or see the graphics and concepts of a game before purchasing it? NOW YOU CAN! **CD $29**

IBM HARDWARE

Acoustic Resrch P 22	$72
Acoustic Resrch P 42	$159
Acoustic Resrch P570	$319
Acoustic Resrch P622	$239
AdLib Sound Card	$34
Advncd Gravis Ultrsnd	$129
Advnc Gravs Ultrsd Mx	$185
Altec ACS 100 Speakrs	$69
Altec ACS 150 Subwfer	$109
Altec ACS 200 Speakr	$209
Altec ACS 3 Spkr Sys	$169
Altec ACS 300 Sp wSb	$249
Altec ACS 50 Speakers	$79
Auto Cockpit	$169
CH Weap Control Sys	$69
Cyberman	$79
Flight Cockpit	$219
Flight Control Stand	$18
Flight Stick	$35
Flight Stick Pro	$57
Game Card 3 Automatic	$25
Gravis Analog Joystick	$29
Gravis Anolog Pro Jystk	$34
Gravis PC Game Pad	$19
Jet Stick	$24
Labtec CS-1000 Spkrs	$75
Labtec CS-1200 Spkers	$84
Labtec CS-1400 Spkers	$99
Labtec CS-150 Spkers	$14
Labtec CS-550 Spkers	$24
Labtec CS-700 Spkers	$32
Labtec CS-800 Spkers	$30
Labtec CS-900 Spkers	$69
Mach 3 Joystick	$27
Maxx Cobra Flightstick	$59
Maxx Control Yoke	$54

IBM HARDWARE

Mdia Concpt Sblstr Clon	$39
MS Flit Sim 5 w/ GPAJ	$49
NEC 3XE CD Drive	$549
NEC 3XI CD Drive	$459
Notebook Gameport	$42
PC Symphny Adlib Cmpt	$29
Pilot Control Stand	$19
Pro Audio Spect 16 Bas	$104
Pro Audio Spectrum Plus	$89
Pro Audio Studio 16	$169
Reel Mgc CD ROM Up	$599
Reel Magic Lite	$289
Reel Magic Video Up	$359
Sony SRS9 Speakers	$14
Sound Blaster 16 ASP	$214
Sound Blaster 16 Basic	$119
SBlaster 16 MCD ASP	$179
Snd Blaster 16 Value	$109
Sound Blaster 32 AWE	$263
Sound Blaster Deluxe	$79
SBlastr Discovry CD 16	$299
SBlastr Gmblstr CD 16	$379
SBlastr Omni CD Drive	$209
SBlaster Powered Spkrs	$25
Sound Blaster Pro Dlx	$79
Sound Blaster Pro Value	$85
Sound Blaster Value	$59
SBlastr Vid Spigot WIN	$199
SBlaster Voice Assist	$42
Sound Galaxy BX2	$49
Sound Galaxy NX2	$59
Sound Galaxy NXPRO	$109
SGlxy NXPRO 16 Mmd	$299
SGlxy NXPRO16 SCSI	$139
SGlxy NXPRO Mmd Kit	$249
Sound Machine	$94

IBM HARDWARE

Sound Machine Pro 16	$139
Sound Man Wave	$189
Snd Star Snd Enhancer	$9
SoundMan 16	$99
Thrustmstr Driving Sys	$114
Thrustmaster FCS Pro	$99
Thrust FCS Pro UProm	$14
Thrustmstr FLC Systm	$119
Thrustmstr Flight Systm	$59
Thrustmstr Game Card	$25
Thrustmstr Rudder Sys	$99
Thrustmstr WCS Mark 2	$94
Thrustm WCS2 UPROM	$14
Universal Cockpit	$219
Video Blaster	$299
Virtual Pilot	$65
Virtual Pilot Pro	$84
Voice Blaster	$39

IBM ADVENTURE

7th Guest 2:11th Hr CD	$54
7th Guest CD	$48
Advent Will Beam VGA	$24
Advent Will Beamish CD	$24
Alien Legacy	$42
Alone in the Dark	$34
Alone in the Dark CD	$48
Alone in the Dark 2	$34
Alone in the Dark 2 CD	$48
Altered Destiny	$29
Amazon	$16
Animation Classics	$39
Beneath a Steel Sky CD	$39
Beverly Hillbillies	$19

IBM ADVENTURE

Bioforge	$48
Bioforge CD	$52
Blake Stone Episode 1	$9
Bloodnet	$39
Bloodnet CD	$43
Blue Force: Next of Kin	$42
Blue Force: Next Kin CD	$39
Blues Brothers	$25
Buccaneers CD	$48
Castl Wolfnstn 3D MD 2	$24
Castl Wolfnstn 3D MD 3	$24
Castle Wolfenstein CD	$42
Castle Wolfstn-Spr Dest	$29
Chaos Continuum CD	$44
City 2000 CD	$34
Companions of Xanth	$32
Companns of Xanth CD	$33
Conan CD	$26
Conqust Robin Hd VGA	$24
Conquests of Camelot	$15
Conspiracy CD	$39
Corridor 7	$28
Corridor 7 CD	$29
Covert Action	$6
Crime Does Not Pay	$12
Critical Path WIN CD	$48
Cruise for a Corpse	$19
Curse of Enchantia CD	$23
Dark Half	$9
Dark Seed	$36
Dark Seed CD	$39
Darkseed 2	$42
Day of the Tentacle	$35
Day of the Tentacle CD	$42
Death Gate CD	$35
Don't Go Alone	$6

IBM ADVENTURE

Doom	$45
Doom CD	$48
Doom Episode 1	$12
Dracula	$34
Dracula CD	$35
Dracula Unleashed CD	$47
Dragon's Lair 2 Tm Wrp	$34
Dragonsphere	$25
Dragonsphere CD	$48
Dreamweb	$36
Dune CD	$49
Earth Invasion WIN	$24
El Grito DJagur CD WIN	$46
Elf	$24
Epic	$32
Eric the Unready	$24
Eric The Unready CD	$35
Escape Dead Zone CD	$48
Evolution	$29
Evolution CD	$29
Fascination CD	$39
Flashback	$32
Fourplay WIN	$19
Fred Phrks Frontr Phrm	$24
Fred Ph. Frnt Phrm CD	$33
Fred Ph. Frntr Pharm 2	$44
Free DC	$9
Freelancer 2120	$42
Freelancer 2120 CD	$42
G-force	$19
Gabriel Knight	$39
Gabriel Knight CD	$45
Gamma Force	$6
Gateway	$13
Gateway 2 CD	$32
Gateway 2:Homeworld	$32

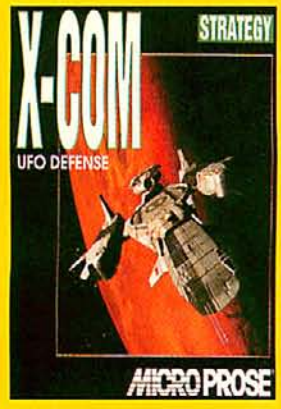
IBM ADVENTURE

Gateway Collect 1&2 CD	$36
Gobliiins CD	$19
Gobliiins 2 CD	$19
Goblins 3 CD	$19
Guy Spy CD	$29
Hand of Fate	$29
Hand of Fate CD	$39
Harvester CD	$46
Heart of China EGA	$34
Heart of China VGA	$19
Heaven and Earth	$32
Heimdall	$17
Hell Cab CD	$44
Hired Guns	$36
Hook	$32
Horde	$44
Horde CD	$49
In Extremus	$42
Inca	$19
Inca CD	$19
Inca 2	$24
Inca 2 CD	$24
Indy Jones 4 Ft Atlantis	$36
Indy Jones Ft Atlants CD	$42
Inherit the Earth	$36
Inherit the Earth CD	$36
Innocent Until Caught	$34
Inspector Gadget	$34
Iron Helix CD	$56
Isle of the Dead	$31
Jack the Ripper	$39
Jagged Alliance	$48
Jonny Quest	$26
Journeyman Project CD	$46
Journeyman Projct 2 CD	$52
Jurassic Park	$36

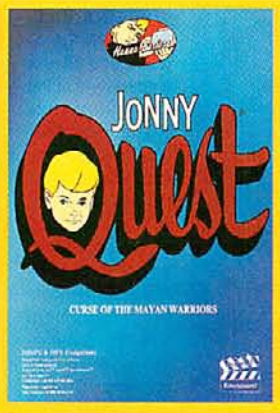
OVERNIGHT SHIPPING in US $4 per order. Mail to Canada, PR, HI, AK, APO, FPO $4 per order. 4-8 day Worldwide shipping $6 per item. Handling $2 per shipment.

Visa/MC Accepted. Checks Held 4 Weeks. Money Orders same as cash. COD $8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. All sales final. Call for details.

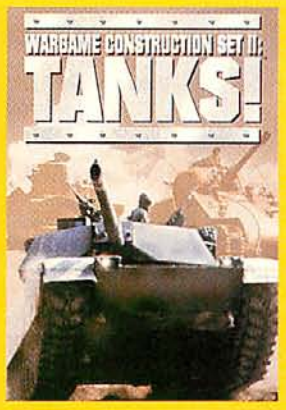
FREE GAME OFFER*



'X-COM: UFO DEFENSE' You control X-COM; formed by the world's governments to fight the alien menace. Shoot UFO's down and use soldiers to investigate the site. Make all the crucial decisions, complete ground missions to help your scientists, and tackle the aliens with automatic rifles and rocket launchers. **CD $39**



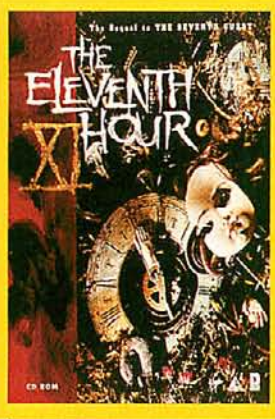
'JONNY QUEST' Take off with Team Quest as they follow the trail of the stolen Splinter of Heaven. What does this ancient bit of meteorite have to do with the sudden fluctuations in the Earth's magnetic field? Offers 3D raised perspective for exploration, combat sequences, and a full cast of interactive characters. **$26**



'WAR GAME CONSTRUCTION SET 2: TANKS' A tactical tank-based war game construction set. Players construct an army and participate in small scale confrontations using tanks and tools of war from 1918 to 1991. Features authentic tanks, random scenario generator and choose from 12 different time periods. **$39**



'INTERACTIVE ENTERTAINMENT' the world's first CD MAG, is an episode of interactive television for your CD Rom. Devoted to entertainment software, IE features full-motion reviews, talking previews, multimedia hints and tips, and interactive video interviews with key figures in the gaming industry. **CD $9**



'7th GUEST: 11th HOUR' Sequel to 7th Guest except the stakes are higher, the puzzles more clever and the return visit even more unsettling. Solve puzzles and investigate clues that take you through Stauf's haunted house with movie-like plot twists, special effects and music soundtrack. **CD$54**

*FREE GAME OFFER

Spend the specified amount on any in stock IBM software and choose a free IBM game from the corresponding list below. Offer subject to change or cancellation without notice. Valid from June 1st through July 31st or while supplies last.

SPEND $60 GET

Playmaker Football Combo, Cardinal of Kremlin 3.5, Darkhalf 3.5, Trump Castle 2 Data Disk 1 or 2 3.5 or 5.25, Gunship 5.25, Pirates 5.25, Star Legions 5.25, Magic Candle 2 5.25, MacArthurs War 5.25, Crime Does Not Pay 5.25, Warlords 5.25, X-Men 5.25

SPEND $100 GET

Airborne Ranger 5.25, Tegel's Mercenaries 5.25, Command HQ 5.25, F15 SE 2 5.25, M1 Tank Platoon 3.5, Megatraveller Zhodani 5.25, Red Storm Rising 3.5, Battles of Destiny 3.5

IBM ADVENTURE

KGB	$17
King's Quest 5 VGA	$32
King's Quest 5 WIN CD	$41
King's Quest 6 VGA	$45
King's Quest 6 CD	$39
King's Quest 6 Upgrd CD	$24
King's Ransom	$36
King's Ransom CD	$38
Kronolog : Nazi Paradox	$36
Labyrinth of Time CD	$47
Lands of Lore 2	$42
Lands of Lore 2 CD	$46
Laura Bow 2	$24
Laura Bow 2 CD	$24
Leather Goddesses 2	$39
Legend of Kyrandia	$32
Legend of Kyrandia CD	$32
Leisure Suit Larry 1 EGA	$16
Leisure Suit Larry 1 VGA	$19
Leisure Suit Larry 5	$34
Leisure Suit Larry 5 VGA	$24
Leisure Suit Larry 6	$42
Leisure Suit Larry 6 CD	$39
Loom	$19
Lost Files Sherlck Hlms	$26
Lost Treasrs of Infocom	$32
Lost in Time	$19
Lost in Time CD	$19
Lunicus CD	$42
Magic Death CD	$26
Magic Pockets	$18
Man Enough CD	$39
Manhole	$24
Maniac Mansion	$18
Mario is Missing CD	$44
Martian Memorandum	$24

IBM ADVENTURE

Mixd Up Faery Tale EGA	$14
Mixd Up Faery Tale VGA	$29
Mixd-Up Mother Goose	$29
Morph Man CD	$29
Myst CD	$48
No Mouth & I Must Scrm	$44
No Mth & I Mst Scrm CD	$44
Noctropolis	$48
Noctropolis CD	$52
Nomad	$35
Nomad CD	$36
Out of this World	$19
Out of this World 2 CD	$45
Pepr's Adv in Time VGA	$29
Phantasmagoria CD	$49
Police Quest 1 VGA	$19
Police Quest 3 VGA	$24
Police Quest 4 DOS/WIN	$39
Police Quest 4 CD	$39
Prince of Persia	$25
Prince of Persia 2	$42
Quantum Gate WIN CD	$45
Quest for Glory 1	$18
Qust fr Glory 1 VGA CD	$39
Quest for Glory 3	$24
Quest for Glory 4	$38
Quest for Glory 4 CD	$44
Red Shift WIN CD	$47
Return To Zork CD	$44
Return of the Phantom	$34
Return of Phantom CD	$38
Return to Zork	$44
Riftwar Legacy VGA	$39
Ringworld	$35
Ringworld CD	$38
Robinson's Requiem	$42

IBM ADVENTURE

Robinson's Requiem CD	$42
Robocop 3	$32
S D I	$6
Sam & Max Hit the Road	$34
Sam & Max Hit Road CD	$42
Screen Antics WIN	$19
Secrt Monky Island VGA	$23
Secret Monkey Island 2	$21
Shadow Caster	$26
Shadow of Comet CD	$47
Simon the Sorcerer	$32
Space Quest 1 VGA	$16
Space Quest 4 CD	$37
Space Quest 4 VGA	$28
Space Quest 5 VGA	$36
Spawn	$44
Spellcasting 101	$19
Spirit of Excalibur CD	$22
Star Reach	$36
Star Trek 25 Anniversary	$26
Star Trek 25 Annivrs CD	$54
Star Trek: Judgmnt Rites	$33
Star Trk: Str Flt Acad CD	$52
Starship	$29
Stellar 7 CD	$24
Superhero of Hoboken	$34
Suprhro of Hoboken CD	$34
System Shock	$48
System Shock CD	$52
Teenage Mut Ninja Turtls	$9
Terminator 2029	$29
Terminator 2029 Op Scr	$19
Terminator Rampage	$42
Terminatr Rampage CD	$45
Terror of the Deep	$36
Terror of the Deep CD	$36

IBM ADVENTURE

The Dig	$40
The Prophecy	$19
Treasure Huntrs, Inc CD	$48
Tuneland CD	$48
Ultimate Domain	$39
Ultimate Domain CD	$44
Under a Killing Moon CD	$55
Uninvited	$6
Universal Neverlock	$39
Voyeur CD	$48
Walker	$32
Warriors of Legend	$18
Where in Spac Crmn Dlx	$39
Where in Time Carmen	$29
Where in USA Crmn Dlx	$45
Where in USA is Carmn	$29
Where in World Carmen	$29
Where in Wrld Crmn Dlx	$44
Where in World Dlx CD	$54
Who Killd Sam Ruprt CD	$24
Wing Comm Ultm 6 CD	$29
Wrath of Gods CD WIN	$44
Yserbius	$26
Zombie Dino CD	$48

IBM EDUCATIONAL

Aesops Mmdia Fabls CD	$30
Alge Blaster Plus	$32
Annabl's Ancnt EgptCD	$52
Auto Insight	$29
Auto Map	$39
Body Insight	$29
Boom Box	$12
Castle of Dr Brain VGA	$19

IBM EDUCATIONAL

Children's Write/Publish	$42
Clock Works	$19
Dinopark Tycoon	$34
Dinosaurs CD	$48
Don Quixote CD	$24
Dyno-Quest	$29
EcoQust Srch Cetus CD	$29
EcoQuest VGA	$32
Fatty Bear's Bday Srprs	$32
Fatty Bear's Funpck CD	$34
Fatty Br's Wrld Gms CD	$44
Fatty Brs day Surprs CD	$38
Island Of Dr. Brain VGA	$29
Island of Dr Quandry	$26
Jack and Beanstalk CD	$34
Last Chnc See WIN CD	$38
Mario Teaches Typing	$24
Mario Teaches Typg CD	$48
Mavis B. Teaches Type	$29
Mavis B. Tchs Typg WIN	$34
MS Gallery: London CD	$45
Microsoft Dinosaurs CD	$42
Mltmdia: Vivaldi WIN CD	$24
Orbits: Voyage Solr Sys	$24
Oregon Trail WIN	$34
Oregon Trail WIND CD	$39
Print Shop Deluxe	$49
Print Shop Dlx Bus Grph	$26
Putt Putt Goes to Moon	$42
Ptt Pt Goes to Moon CD	$44
Putt Putt Joins Parade	$32
Putt Pt Joins Parade CD	$48
Putt Putt's Funpack CD	$34
Putt Putts Fun Pak	$19
Qurky Quys Trb Sci VGA	$29
Reader Rabbit 2 WIN	$29

IBM EDUCATIONAL

Rodney's Funscreen	$19
Scooter's Magic Castle	$32
Scootrs Magc Castle CD	$34
Secrt Island Dr. Quandry	$29
Slater & Charlie CD	$42
Slatr & Chrl Go Campng	$29
Softwr Tlwks Refrnc CD	$79
Stickybr Parts of Speech	$32
Stickybear Reading	$24
SS: Gizmos & Gadgets	$26
Wacky Funster	$9

IBM ARCADE

500 CC Race Bike	$29
Alien Breed	$19
Aliens Ate My Babysitter	$27
Breakthru WIN	$36
Capitol Punishment	$37
Capitol Punishment CD	$29
Crazy Cars	$25
Creepers	$34
Dr Doom's Revenge	$9
Dragon's Lair 3	$34
Dragon's Lair CD	$34
Dragn Lr Esc Sng's Cst	$34
E- Motion	$6
Eight Ball Deluxe	$38
Finale	$3
Fire & Forget	$24
Gobliiins 3	$19
Gobliiins VGA	$16
Guy Spy	$24
Incredbl Machine 2 WIN	$29
Incredible Toons	$29

CHIPS&BITS

Call 800-699-4263 Fax 802-767-3382
Int'l 802-767-3033 Source 10086
PO Box 234 Dept 10086 Rochester, VT 05767



'SEAWORTHY' Includes PT Boat Simulator and Sub Battle Simulator. In PT Boat Simulator you are the skipper of a PT Boat during WW2. Missions will pit you against ships, planes and shore batteries. In Sub Battle Simulator you command one of three U.S. Navy submarines or three German U-boats. **CD $18**



'UNDER A KILLING MOON' Transports you to the virtual world of the feisty detective Tex Murphy. New feature allows you to save and splice scenes together. Digitized voices & sound effects and an amazing level of detail & freedom of movement make this game visually & aurally stunning. **CD $55**

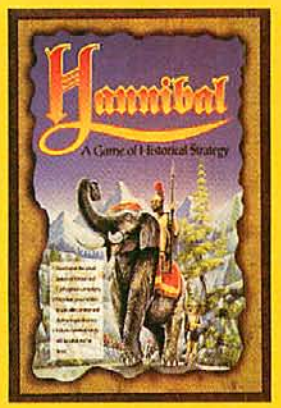


'HAND OF FATE' is the second title in the Fables and Fiends series. Follow an offbeat young mystic Zanthia, who must voyage to the center of the world to undo a hideous curse. Contains hours of fun for all Legend of Kryandia fans. Features unforgettable characters. **$29**

FREE

COMPUTER GAMES STRATEGY PLUS!

Recieve an issue of Strategy Plus magazine FREE with every IBM software order. Offer subject to change or cancellation without notice. Valid from July 1st to August 31st or while supplies last.



'HANNIBAL' takes history out of the history books and into your PC. As Hannibal, you experience the life and times of one of history's most controversial heroes. Based on the actual history of Roman and Carthaginian campaigns. Offers over 700 towns, go to market to equip your army, and negotiate peace or siege. **$29**



'WHO SHOT JOHNNY ROCK' It's the rollicking 30's and someone killed the popular singer Johnny Rock. You will need to navigate the back streets, gaming halls, funeral parlors and dirty sections of the city to get clues held by a number of shady characters and solve this murder mystery. **CD $36**

IBM ARCADE

Innocent	$38
Jump Raven CD	$42
Jurassic Park CD	$36
Loderunner WIN	$38
Mad Dog Mcree CD	$35
Mad Dog Macree 2 CD	$35
Magnaflux Runner	$29
Metal & Lace	$29
Metal & Lace Up	$5
Microcosm CD	$45
Microsoft Arcade WIN	$29
Mirage Thunder	$39
Mortal Kombat	$36
Ms PacMan	$6
Never Mind	$9
Obliterator	$6
Oxyd Magnum	$36
Pick'n Pile	$6
Pinball Fantasies	$29
Predator 2	$9
Prehistorik	$29
Punisher	$12
Raiden	$32
Raiden CD	$36
Rampage CD	$44
Rebel Assault CD	$44
Rise of the Robots	$45
Rotox	$9
S.C. Out	$12
Silverball	$29
Sink or Swim	$19
Sleepwalker	$24
Space Ace	$32
Space Ace CD	$44
Space Ace 2	$34
Street Fighter 2	$34

IBM ARCADE

Super Cauldron	$25
Super Tetris	$29
T2:Arcade Game	$29
Take-A-Brk Pinball WIN	$19
Taking of Beverly Hills	$6
Teenage MNT Man Miss	$12
Teenage Mut Ninja Turtl	$12
Tetris	$15
Tetris Gold CD	$32
The Tinies	$12
Titan	$29
Tristan Pinball	$19
Vaxine	$12
Welltris	$15
Who Sht John Rock CD	$36
Wild Streets	$24
Wrath of the Demon	$12
Xiphos	$9
Zool	$34

IBM ROLE PLAYING

All Character Editors	$16
ADD Collectors Edition 3	$19
Access Super Bundle	$34
Al-Qadim:Genie's Curse	$44
Al-Qadim CD	$42
Amberstar	$19
Arborea Journy Inr Snct	$34
Arena: Elder Scrolls	$39
Bard's Tale Construction	$29
Black Crypt	$32
Blackmoore CD	$46
Bloodstone	$27
Captain Blood	$9

IBM ROLE PLAYING

Celtic Legends	$32
Challenge of 5 Realms	$39
Champions	$37
Champions of Krynn	$12
Cobra Mission	$34
Curse of Azure Bonds	$15
Cyber Space	$39
Cyber Space CD	$38
Cyclones	$46
Cyclones CD	$48
Daemonsgate	$28
Daemonsgate CD	$32
Dark Sun	$47
Dark Sun CD	$49
Dark Sun Grey Isl Ex Pk	$34
Darklands	$39
Daughter of Serpents	$19
Demon Hunter	$42
Disciples of Steel	$34
Dragon Strike	$12
Dragon Tales CD	$38
Dragons of Flame	$9
Dungeon Hack	$38
Dungeon Hack CD	$39
Dungeon Master	$29
Dungeon Master 2	$36
Dungeon Master 2 CD	$48
Elvira 2 Jaws Cerberus	$16
Eternam	$19
Eye of the Beholder 1	$14
Eye of the Beholder 2	$19
Eye of the Beholder 3	$42
Eye of th Beholder 3 CD	$42
Fire King	$24
Flames of Freedm MWII	$24
Forgotten Castle	$49

IBM ROLE PLAYING

Forgotten Castle CD	$55
Four Crystals of Trazere	$16
Gateway Savge Frontier	$32
Gods	$16
Heroes of Might & Magic	$45
Hero's Might & Magc CD	$45
Hunters of Ralk CD	$54
Intrplay's 10 Yr Anthl CD	$48
Jorune CD	$48
Kingdm Far Reachs CD	$44
Knights of Xentar	$46
Knights of Xentar CD	$48
Lands of Lore	$34
Lands of Lore CD	$41
Legacy: Realm Of Terror	$39
Legend	$22
Lord of the Rings CD	$45
Lord of the Rings V1	$32
Lord of the Rings V2	$15
Lord of the Rings V1&2	$19
Lords of Midnight	$48
Lords of Midnight CD	$44
Loremaster	$19
Lure of the Temptress	$16
Magic Candle 2	$9
Magic Candle 3	$9
Masters of Magic	$41
Masters of Magic CD	$48
Matrix Cubed	$9
MegaTraveller 2	$12
MegaTraveller:Zhodani	$6
Megatraveller	$18
Might & Magic 3	$19
Might & Magic 4	$37
Might & Magic 5	$36
Mines of Titan	$9

IBM ROLE PLAYING

Pirates Gold	$39
Pool of Radiance	$15
Pools of Darkness	$38
Protostar	$39
Ravenloft	$48
Ravenloft CD	$52
Realms of Arkania	$36
Red Crystal	$21
Riftwar Legacy CD	$25
Rome: Pathwy to Power	$29
Secret Silver Blades	$15
Sentinel Worlds 1	$9
Shadow Caster CD	$45
Shadow Sorcerer	$9
Sherlock Holmes 1 CD	$36
Sherlock Holmes 2 CD	$36
Sherlock Holmes 3 CD	$51
Skyrealms of Jorune	$48
Skyrealms of Jorune CD	$50
Sleeping Gods Lie	$6
SpellJammr:Pirates Spc	$16
Spellcrft:Aspect of Valor	$19
Star Trail	$46
Star Trek Deep Space 9	$52
Star Trk Dp Space 9 CD	$52
Star Trk Next Genert CD	$56
Stonekeep CD	$48
Stronghold	$36
Summoning	$16
Sword of China	$42
Syndicate	$39
Syndicate Plus CD	$41
Tales Magic:Prphc Shad	$16
Terran Envoy	$9
Treasures Savage Frontr	$9
Ultima 4 Quest of Avatar	$35

IBM ROLE PLAYING

Ultima 5 Warriors Dest	$38
Ultima 6 False Prophet	$19
Ultima 7 Black Gate	$47
Ultima 7 Forge of Virtue	$16
Ultima 7 Series CD	$42
Ultima 7.5 P2 Silvr Seed	$20
Ultima 7.5 Serpent Isle	$48
Ultima 8: Pagan	$48
Ultima 8 CD w/ spch pk	$47
Ultima 8 Speech Pack	$17
Ultima Uworld 1 & 2 CD	$32
Ultima Uwrld 2 Labyrinth	$48
Ultima Uwrld Stygn Abss	$21
Uncharted Waters	$42
Unlimited Adventures	$37
Veil of Darkness	$29
War of the Lance	$9
Waxworks	$14
Wing Comm 2 UUW CD	$34
Witch World	$42
Wizardry 4	$19
Wizardry 6 Cosmic Forge	$22
Wizardry 7 Crusaders	$29
World of Xeen CD	$40

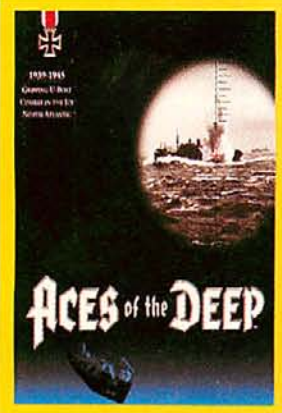
IBM SIMULATIONS

A T P 2.0	$29
A T P Flight Simultr 1.0	$12
A320 Airbus	$29
AH-64 B Longbow	$54
Aces Europe Mis Disk 1	$27
Aces Europe Mis Disk 2	$27
Aces Over Europe	$39
Aces Pacific Miss Disk	$19

OVERNIGHT SHIPPING in US $4 per order. Mail to Canada, PR, HI, AK, APO, FPO $4 per order. 4-8 day Worldwide shipping $6 per item. Handling $2 per shipment.

Visa/MC Accepted. Checks Held 4 Weeks. Money Orders same as cash. COD $8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. All sales final. Call for details.

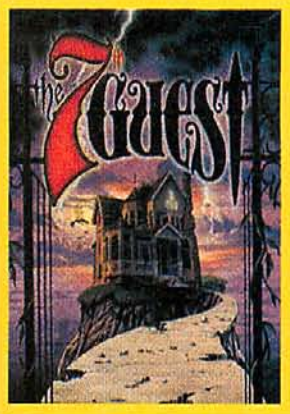
FREE GAME OFFER*



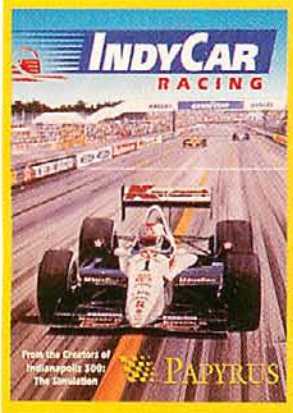
'ACES OF THE DEEP' Between September 1939 and May 1945, Germany launched over 1,000 U-boats into combat against the Allies. Dive deep to avoid attacks and measure your success in tonage as you take command in the most realistic and advanced WWII German U-boat simulation created. **$44**



'LINKS PRO CASTLE PINES' Set in the beautiful land of Colorado is the Castle Pines Golf Club designed by Jack Nicklaus. This course offers 7,495 yards of golfing challenge, the longest PGA Tour course, and beautiful graphics. **$19**



'THE 7TH GUEST' is a terrifyingly real virtual environment lurking on a CD ROM. Henry Stauf was a maker of amazing puzzles. His greatest creation is the strange mansion in which you now find yourself. Features video clips with live actors, bizarre puzzles, 22 fully rendered rooms to explore, & ghastly discoveries. **CD $46**



'INDYCAR RACING' Experience the thrill of racing the world's fastest race cars against the world's best drivers. No other simulation gives you IndyCar driving this real. Coax your car through an outside pass, drop through the corkscrew at Laguna Seca or slide through the groove at 220 mph. **$31**



'CONQUERED KINGDOMS' Plunge into a medieval world to conquer Cascatia. Invade castles, fly over mountains, and use the forests to your advantage. Features nine scenarios, human and fantasy combat troops, 21 levels of difficulty, modem play, and complete game scoring history. **$12**

*FREE GAME OFFER

Spend the specified amount on any in stock IBM software and choose a free IBM game from the corresponding list below. Offer subject to change or cancellation without notice. Valid from June 1st through July 31st or while supplies last.

SPEND $60 GET

Playmaker Football Combo, Cardinal of Kremlin 3.5, Darkhalf 3.5, Trump Castle 2 Data Disk 1 or 2 3.5 or 5.25, Gunship 5.25, Pirates 5.25, Star Legions 5.25, Magic Candle 2 5.25, MacArthurs War 5.25, Crime Does Not Pay 5.25, Warlords 5.25, X-Men 5.25

SPEND $100 GET

Airborne Ranger 5.25, Tegel's Mercenaries 5.25, Command HQ 5.25, F15 SE 2 5.25, M1 Tank Platoon 3.5, Megatraveller Zhodani 5.25, Red Storm Rising 3.5, Battles of Destiny 3.5

IBM SIMULATIONS

Aces of the Deep	$44
Aces of the Deep CD	$47
Aces of the Pacific	$44
Aces of the Pacific CD	$39
Aces over Europe CD	$39
Across the Rhine	$48
Air Cmbt Pac 1942 SD 1	$32
Air Combat Pacific 1942	$48
Air Cmbt Pacfc 1942 CD	$48
Air Duel	$33
Air Warrior SVGA	$34
Air Warrior 2	$34
Air Warrior 2 CD	$34
Armored Fist	$44
Armour Geddon	$32
Army Air Corps: 1942	$48
Art of the Kill	$24
Assignment Miami	$19
B17 Flying Fort Classic	$19
B17 Fly Fort w SS2 CD	$37
Backroad Racers CD	$29
Battle Command	$6
Battle of Britain	$34
Battlecruiser 3000	$45
Blue Max Aces Great War	$9
Cardinal of the Kremlin	$6
Chopper Pack CD	$38
Coaster	$32
Combat Classics 2	$19
Conqueror Multi Tank	$6
Cyber Race	$19
Cyber Race CD	$39
Delta V	$42
Elite Plus	$19
European Racers CD	$29
Evasive Action	$34

IBM SIMULATIONS

Evolver	$38
Eye of the Storm Flt Sim	$29
F117A Stlh Fighter VGA	$29
F15 Strike Eagle 2	$15
F15 Strike Eagle 3	$34
F15 Strk Eagle 3 Acs Pk	$52
F15 Strike Eagle 3 CD	$48
F40 Pursuit Simulator	$29
FA 18 Hornet	$54
FA 18 Hornet CD	$54
Falcon 3.0	$46
Falcon 3 S1 Fightg Tiger	$24
Falcon 3 S2 MiG 29	$32
Falcon 3 S3 FA 18 Hornt	$32
Falcon 4.0	$59
Falcon AT	$16
Falcon Gold CD	$54
Fast Attack CD	$48
Fleet Defender CD	$48
Fleet Defndr F14 Tomcat	$45
Fleet Defndr Scen Dsk 1	$32
Flight	$52
Flight Light	$19
Flight Light CD	$19
Flight Sim ToolKit	$58
Flight Sim Toolkit CD	$54
Flight Sim T-kit Ex Dk 1	$34
Fly the Grand Canyon	$32
Flying Circus	$39
Formula 1	$24
Frontier Elite 2	$36
Grand Canyon Scenery	$18
Great Nav Bat Ships Atl	$19
Great Naval Battles CD	$52
Great Naval Battles 2	$44
Great Navl Battles 2 CD	$42

IBM SIMULATIONS

Gunship 2000 VGA	$34
H.A.W.C.	$32
Harrier Assault	$19
Harrier Assault SVGA	$47
Harrier Assult SVGA CD	$44
Heatwave	$6
Heroes of the 357th	$12
Hyperspeed	$16
Indy Car Racing	$31
Indy Car Racg Add On 1	$22
Indy Car Racg Add On 2	$22
Inferno	$39
Inferno CD	$39
Iron Angel	$39
Iron Angel CD	$39
Japan Scenery Disk	$12
Jet Fighter 2.0	$39
Jet Pack CD	$44
Jetfighter 3	$44
Jump Jet	$39
Jump Jet Aces Pack	$46
Jutland CD	$44
Killing Cloud	$6
Lawn Mower Man CD	$39
Life and Death	$19
Life and Death 2	$24
Lightspeed	$9
Loderunner	$38
Loderunner CD	$39
Lunar Command	$24
M1 Tank Platoon 2	$44
M1 Tank Platoon Classic	$19
M4: Sherman Tank Sim	$34
Mantis Exp Speech Pak	$19
Mantis Experim Ftr VGA	$28
Maxm Ovrkill Bundle CD	$59

IBM SIMULATIONS

Maximum Ovrkill MD 2	$32
Mechwarrior 2	$46
Mechwarrior 2 Add-on	$19
Mechwarrior 2 CD	$46
MegaFortress	$12
Megarace CD	$39
Metal Tech: Battledrome	$36
Metaltech: Earth Siege	$45
Metaltech 2 Earthsg CD	$47
MiG 29	$44
Microsoft Flight Sim 5.0	$44
MS Flight Sim 5 Ls Vegs	$29
MS Flight Sim 5 Nw Yrk	$29
MS Flight Sim 5 Paris	$29
MS Flight Sim 5 Sn Fran	$29
MS Flight Sim 5 Portlnd	$32
MS Flight Sim 5 DC	$29
MS Flight Sim Flit Shop	$32
Microsoft Space Sim 1.0	$44
Mig 29 Gold CD	$49
MigN29 Fulcrum	$29
New Facilities Locator	$9
Operation Airstorm CD	$42
PT Boat Simulator	$16
Pacific Strike	$49
Pacific Strike Spch Pak	$17
Pacific Strike wSpch CD	$48
Power Politics WIN	$12
Privateer	$48
Privateer CD	$48
Privateer Spec Opertns	$19
Privateer Spec Opertn 2	$22
Privateer Speech Pack	$17
Rally	$33
Reach for the Skies	$19
Real Weather Pilot	$29

IBM SIMULATIONS

Red Brn A10 Tnk Kllr CD	$39
Red Baron MD Builder	$18
Red Baron VGA	$29
Road & Trck Grand Prix	$19
Sailing Simulator 3	$42
Sailng Sim 3 East Coast	$32
Sailng Sim 3 West Coast	$32
Scenery Colltn California	$9
Scenery Colltn Grt Britain	$9
Sea Wolf	$44
Sea Wolf CD	$46
Seal Team	$26
Seaworthy CD	$18
Secret Weap Exp He162	$18
Secret of Dinosaurs CD	$44
Semper Fi	$44
Shuttle	$26
Shuttle CD	$24
Silent Service 2	$21
Sim City Clsc Grphc 1&2	$14
Space Clipper	$42
Space Racers CD	$44
Spectre VR CD	$45
Spectre Virtual Reality	$35
Speed Racer	$26
Starlord	$39
Strike Commander	$26
Strike Commander CD	$55
Strike Commdr Spc Op 1	$22
Strike Commdr Spch Pk	$19
Sub Battle Simulator	$19
Sub Battle Simulator 2	$39
Sub Batt Sim 2 WIN CD	$39
Sub War 2050	$34
Syndict S1 Amer Revolt	$22
TFX CD	$39

IBM SIMULATIONS

TFX: Tactical Fightr Exp	$35
Task Force Admirls Pck	$45
Team Yankee 2	$19
Team Yankee 2 CD	$29
Test Drive 2	$12
Test Drive 3	$19
Test Drive 3: Passion	$19
Test Drive 3:Road & Car	$9
The Big One CD	$29
Theme Park	$42
Theme Park CD	$43
Thunderhawk	$6
Tie Fighter	$48
Tie Fighter Missn Disk 1	$24
Tie Fighter Missn Disk 2	$24
Top Gun Danger Zone	$12
Tornado	$48
Tornado CD	$42
Tower	$42
Train Engineer	$29
U-Boat 2	$36
Ultrabots Sanctn Earth	$26
Vette	$15
Voice Commder Bundle	$18
W C 2 Operation 2	$22
W C 2 Speech Mod	$13
W C Secret Mission	$20
W C Secrt Mis 1&2 Bdl	$20
W C Secret Mis 2 HD	$20
Wild Blue Yonder CD	$41
Wing Commander	$21
Wing Commander 2	$26
Wing Commander 2 Bdl	$29
Wing Commdr 2 Dlx CD	$29
Wing Commander 3	$52
Wing Commander 3 CD	$54

CHIPS&BITS

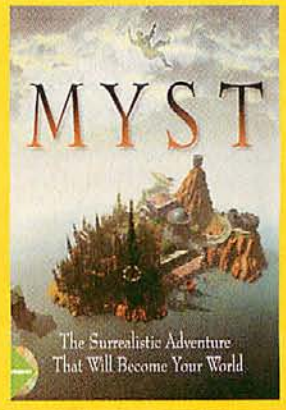
Call 800-699-4263 Fax 802-767-3382
Int'l 802-767-3033 Source 10086
PO Box 234 Dept 10086 Rochester, VT 05767



'PAX IMPERIA' You control every aspect of a star-spanning empire. Economy, research, defense, espionage, exploration and diplomacy are your tools. Offers 16 empires, talking advisors, tactical combat simulation, communication with other emperors and selectable universe size. **$42**



'THE GRANDEST FLEET' Experience the grueling campaigns, the agony of defeat & the exhilaration of victory! Allocate natural resources to build missile sites, radar stations, shipbuilding facilities and superships. It is up to you to destroy your nemesis. Modem play and random maps. **$35**



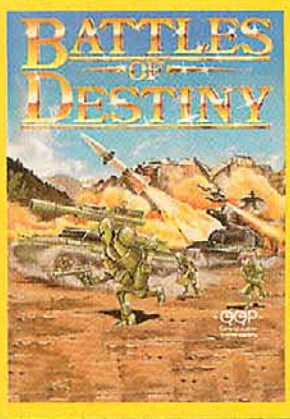
'MYST', The surrealistic adventure that will become your world. Journey to an island world tinged with surrealistic mystery, where only your wits and imagination will unlock an ancient betrayal of the past. Features 3D photorealistic graphics, original soundtrack and non-linear gameplay. **CD $48**

FREE
INTERACTIVE ENTERTAINMENT!

Receive an episode of Interactive Entertainment, the world's first CD MAG devoted to entertainment software, FREE with every CD ROM software order. Offer subject to change or cancellation without notice. Valid from July 1st to August 31st or while supplies last.



'INCA 2' It all begins 500 years in the future, aboard a Lost City afloat in space. They fly ships cut from stone and forged from brass and tin. They fight against evil conquistadors that navigate the heavens in floating galleons. An asteroid brings danger to the empire. Prepare for battle at the helm of a stolen spaceship. **CD $24**



'BATTLES OF DESTINY' In order to conquer the world you must seek out and destroy up to three opponents. Features modem play; air, ground and naval combat; 22 different units to construct; more than 20 worlds to conquer, campaign style play, and a complete player history. **$19**

IBM SIMULATIONS

Wing Commdr Academy	$24
Wing Commder Armada	$48
Wings of Glory	$49
Wolf Pack CD	$33
Wolfpack	$26
World Circuit	$29
World Circuit CD	$34
X-Wing	$42
X-Wing Mission Disk 1	$19
X-Wing Mission Disk 2	$19
Zephyr	$45

IBM SPORTS

APBA Baseball	$24
APBA Baseball Innovator	$34
APBA Bsball Statmstr 2	$29
APBA Bowling	$14
APBA Micro Manager	$32
Accold Sports Collct CD	$29
All Amer Coll Fball '94	$42
Barkley: Shut Up & Jam	$42
Baseball for Windows	$46
Bball Chall 1987 Teams	$9
Bball Chall 1988 Teams	$9
Bball Chall 1989 Teams	$9
Blood Bowl	$39
Brett Hull Hockey	$42
CD-ROM Baseball CD	$24
Empire Soccer '94	$29
FIFA Internatnal Soccer	$39
Front Page Football Pro	$29
Front Page Fball Pro '95	$44
Front Pg FB Pro '95 CD	$47
Front Page Sports BB	$44
Front Pg Sports BB CD	$47
Frnt Pg Sprt FB Pro Up	$29
Goal	$18
Greens	$34
Hardball 3	$19
Hardball 3 Collection	$39
Hardball 3 Players Disk	$16
Hardball 3 Stadium Disk	$16
Hardball 4	$34
Hole In One Mini Golf	$6
Hole In 1 Mini Golf Cr Dk	$3
International Sports Chall	$9
Internatnl Sports Chall	$6
Jack Nicklaus Clip Art	$3
Jack Nicklaus Crs Dk 1	$6
Jack Nicklaus Crs Dk 3	$6
Jack Nicklaus Crs Dk 5	$4
Jack Nicklaus Crs Dk 5	$6
Jack Nicklaus SE Crs 1	$4
Jack Nicklaus Signtr Ed	$27
Jack Nicklaus SE Cr V 2	$16
Joe Montana Football	$46
Joe Montana Fball CD	$54
Joe Montana Football 2	$46
Links Crs 2 Firestone	$17
Links Pro 386 Golf	$32
Links Pro 486 CD	$42
Links Pro C 1 Mana Kea	$19
Links Pro C 2 Pinehurst	$16
Links Pro C 3 Banff Spr	$19
Links Pro C 4 Belfry	$19
Links Pro C 5 Innisbrk	$19
Links Pro C 6 Firestone	$20
Links Pro C 7 Pebl Bch	$24
Links Pro C 8 Cast Pines	$19
ML 1950s World Series	$17
ML 1960s World Series	$17
ML 1970s World Series	$17
ML 1980s World Series	$17
ML BB 4 USAT Fan Man	$25
ML BB 4 USAT Gen Man	$19
ML Baseball All Stars	$12
ML BB Pro Teams ea	$20
ML Bsball Managr's Ch	$12
ML Football 2	$12
ML Personal Pro Golf	$28
Madden Playr Stats 1989	$8
MicroL bsball Seattle I3	$12
MicroL 82 BB Season	$17
MicroL 83 BB Season	$17
MicroL 84 BB Season	$17
MicroL 85 BB Season	$17
MicroL 86 BB Season	$17
MicroL 87 BB Season	$17
MicroL 88 BB Season	$17
MicroL 89 FB Season	$17
MicroL BB 4 USA Today	$28
Microsoft Golf CD	$48
Microsoft Golf WIN	$48
NFL Chall Col Almni Tms	$9
NFL Chall Pre Season 90	$9
NFL Chall Pre Season 91	$9
NFL Chall All Star Team	$9
NFL Chall All Star Teams	$9
NFL Chall Dream Teams	$9
NFL Chall Premium Ed	$59
NFL Coaches Club	$34
NFL Coachs Club Ex Dk	$19
NFL Coach Club FB CD	$34
NFL Video Football	$12
NHL Hockey	$43
PGA Tour Golf Course 1	$17
PGA Tour Golf Ltd Ed	$32
PGA Tour Golf WIN	$26
Pga Tour Crs 1 WIN	$17
Playmaker Football	$12
Pro Tennis Cup	$38
ProFball Analyst 92 Ed	$9
Proleague Football '94	$29
QuarterPole	$26
Road to the Final Four 2	$41
Sporting Triangle	$3
Summer Challenge	$34
The Games Winter Chall	$29
Tie Break Tennis	$9
Time Out Sports Bsball	$25
Time Out Sports Bsktball	$39
Tom Landry Football	$29
Tom Landry Football Dlx	$29
Tony LRss Classic Stad	$12
Tony La Russa BB 2 CD	$46
Tony LRss BB2 92 Team	$14
Tony LRss BB2 Fan Man	$14
Tony LRussa Baseball 2	$35
Tony LRussa BB2 Stad	$18
Tony LRssa BB 90 Team	$12
Tony LRssa BB 91 Team	$12
Tony LaRussa Baseball	$9
Tony LRssa BB2 V 2 94	$39
Tony LRs BB2 V2 94 CD	$48
Tony LaRussa NL Stad	$15
Tony LRs BB2 Tm Dk 93	$16
Troy Aikman Football CD	$49
Ultimate Football	$48
Unnecessary Roughnss	$33
Wayne Gretzky Hocky 3	$42
Weaver Commssnr Dk 2	$16
Weaver Tm/Plyr Stats 89	$3
A-Train	$16
Advent Willie Beamish	$10
Alone in the Dark 2	$10
Arena	$10
Bioforge	$12
Blue Force: Next of Kin	$10
Castle Wolfenstein 3D	$10
Castle of Dr Brain	$10
Champions of Krynn	$10
Civilization	$16
Codename Iceman	$10
Comptr Advt Game Scrts	$16
Conquests Robin Hood	$10
Conquests of Camelot	$10
Curse of Azure Bonds	$10
Dark Queen of Krynn	$10
Dark Sun	$10
Doom	$10
Dracula Unleashd Strat	$16
Dungeon Master	$10
Dynamix Grt War Planes	$16
EcoQuest Search Cetus	$10
Eye of the Beholder	$10
Eye of the Beholder 2	$12
Eye of the Beholder 3	$12
Flights of 13 Mike	$16
Fred Pharkas Fron Pharm	$8
GEN Secrets of Game	$10
Gabriel Knight	$10
Gateway Savge Frontier	$10
Global Conqust Strt wdk	$21
Gobliiins	$10
Gold Rush	$6
Gunship 2000	$16
Hand of Fate	$10
Harpoon 2 Strat Guide	$16
Heart of China	$10
Hillsfar	$8
Inca 2	$10
Indi Jones 4 Fate Atlantis	$10
Indy Jones Grfx Adv	$10
Inherit the Earth	$16
Jetfighter 2.0	$16
King's Quest 1	$10
King's Quest 2	$10
King's Quest 4	$10
King's Quest 5	$10
King's Quest 6	$10
Laura Bow 2 HintBook	$10
Leisure Suit Larry 1	$10
Leisure Suit Larry 2	$10
Leisure Suit Larry 3	$10
Leisure Suit Larry 5	$9
Leisure Suit Larry 6	$10
Lemmings /disk	$18
Loom	$10
Lord of the Rings V1	$12
Lord of the Rings V2	$12
Lost Files Sherlck Holms	$14
LucasArts Adventr Book	$16
LucasArts Air Cmbt Strat	$16
Manhunter San Francsc	$10
Master of Orion Offl Strat	$16
Matrix Cubed	$10
Might & Magic 1 & 2	$10
Might & Magic 2	$12
Might & Magic 3	$16
Might & Magic 4	$16
Might & Magic 5	$16
Might & Magic Cmpndm	$16
Off Bk Leisr St Larry 2nd	$14
Off Bk Ultima 2nd Editn	$16

OVERNIGHT SHIPPING in US $4 per order. Mail to Canada, PR, HI, AK, APO, FPO $4 per order. 4-8 day Worldwide shipping $6 per item. Handling $2 per shipment.

Visa/MC Accepted. Checks Held 4 Weeks. Money Orders same as cash. COD $6. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. All sales final. Call for details.

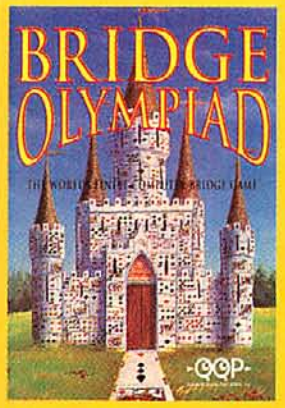
FREE GAME OFFER*



'THEME PARK' Can you design and build the greatest amusement park in the world? You control every aspect of running a profitable amusement park, from staffing to research and development. Select from 21 rides and attractions, 5 'design your own rides', and 11 varieties of shops and concession stands. **$42**



'MASTERS OF ORION' is a fascinating game of space exploration, combat, and strategy set in the distant future. Win the game by conquering over half the known star systems. Includes 10 different alien races with which to trade, battle and negotiate. Build a powerful fleet of spaceships. **$39**



'BRIDGE OLYMPIAD' Take part in the world renowned "Bridge Olympiad" tournament in the comforts of your own home. Bridge masters call it the most challenging game ever. Offers complete player history, masterful computer opponents, largest number of bidding conventions ever, and tournament play. **$29**



'HEIRS TO THE THRONE' As Baron of your army, your mission is to conquer the continent and become King of your empire. You must control your armies' supplies and morale as well as fend off multiple attacks from your enemies. **$21**



'INTERACTIVE ENTERTAINMENT' the world's first CD MAG, is an episode of interactive television for your CD Rom. Devoted to entertainment software, IE features full-motion reviews, talking previews, multimedia hints and tips, and interactive video interviews with key figures in the gaming industry. **CD $9**

*FREE GAME OFFER

Spend the specified amount on any in stock IBM software and choose a free IBM game from the corresponding list below. Offer subject to change or cancellation without notice. Valid from June 1st through July 31st or while supplies last.

SPEND $60 GET

Playmaker Football Combo, Cardinal of Kremlin 3.5, Darkhall 3.5, Trump Castle 2 Data Disk 1 or 2 3.5 or 5.25, Gunship 5.25, Pirates 5.25, Star Legions 5.25, Magic Candle 2 5.25, MacArthurs War 5.25, Crime Does Not Pay 5.25, Warlords 5.25, X-Men 5.25

SPEND $100 GET

Airborne Ranger 5.25, Tegel's Mercenaries 5.25, Command HQ 5.25, F15 SE 2 5.25, M1 Tank Platoon 3.5, Megatraveller Zhodani 5.25, Red Storm Rising 3.5, Battles of Destiny 3.5

IBM HINT BOOKS

Off Gde R. Wilco's Advt	$14
Off Gde Kgs Qust 3rd ed	$16
Outpost Strategy Guide	$16
Pacific Strk Playtstr Gde	$12
Police Quest 1	$10
Police Quest 2	$10
Police Quest 3	$10
Pool of Radiance	$10
Pools of Darkness	$12
Populous 1 & 2 Off Strat	$16
Power Monger Strategy	$16
Powermonger	$10
Privateer Playtstr's Gde	$16
Protostar	$8
Quest For Clues 2	$21
Quest For Clues 3	$21
Quest for Clues 4	$21
Quest for Clues 5	$16
Quest for Clues 6	$16
Quest for Glory 3	$10
Quest for Glory 4	$10
Quest for Glory Strategy	$19
Questbusters: Bk Clues	$18
Questbusters 2	$18
Ravenloft	$10
Realms of Arkania	$14
Return to Zork	$9
Return to Zork Advt Gde	$14
Rise of the Dragon	$10
Rise of Dragon SEGA CD	$9
Sam and Max	$10
Sea Wolf Strategy Guide	$16
Secret Monkey Island	$10
Secret Monkey Island 2	$10
Secret Silver Blades	$10
Shadow Caster	$18

IBM HINT BOOKS

Simcity 2000 Strat Guide	$16
Simearth	$16
Simfarm Strat Almanac	$16
Simlife Official Strategy	$16
Simon the Sorcerer Hint	$10
Sonic Strategy Guide	$16
Space Quest 2	$10
Space Quest 3	$10
Space Quest 4	$10
Star Trek 25th Aniv	$12
Star Trek Judgemnt Rits	$10
Strike Commndr Official	$14
Stunt Island	$16
Summoning	$16
System Shock	$12
Treasures Savge Frontr	$10
Tunnels & Trolls	$16
Ultima 6	$10
Ultima 7	$12
Ultima 7 & Uworld Book	$16
Ultima 7.5 Balncng Scls	$16
Ultima Avatar Advt Bk	$16
Ultima U Stygian Abyss	$12
Ultima UW World of Lab	$12
Wizardry 6 Csmic Forge	$12
Wizardry 7	$16
X-Wing Officl Strat Gde	$16
Yserbius	$12

IBM BUNDLES

7th Guest Dune Bdl CD	$48
Air Combat Classics	$39
Their Finest Hour	
Battle Hawks	
Secret Weap of Luftwaff	
Allied Forces	$9
M1 Tank Platoon, Gunship	
Award Bundle	$44
Kings Quest 5, Red Baron, Rise of the Dragon	
Award Bundle CD	$44
Combat Classics	$19
F15 Strike Eagle	
688 Attack Sub	
Team Yankee	
Dynamix Bundle 1	$24
A-10 Tank Killer 1.5	
Heart of China	
Stellar 7	
Eye of Beholder Collect	$49
Eye of Beholder Tril CD	$51
Falcon 3.0 wThrstm FCS	$99
Gateway Collectn 1 & 2	$36
King's Quest Antholy CD	$54
Land Sea Air 2	$19
Command HQ	
Red Storm Rising	
F15 Strike Eagle	
Legnd Valr Vail Dkns CD	$29
Lemming's 1 & 2 CD	$28
Lost Treasr Infocom CD	$39
Infidel, Lurking Horror, Deadline, Witness, Suspect, Ballyhoo, HitchHiker's Guide/Galaxy, Suspended, StarCross, MoonMist, PlanetFall, StationFall, Enchanter, Sorcerer, SpellBreaker, Zork 1-3, Beyond Zork,	

IBM BUNDLES

Zork Zero	
Lost Treasrs Infocom 2	$29
Lost Treasr Infocm 2 CD	$29
Border Zone, Plundered Hearts, Bureaucracy, Cutthroats, A Mind For Voyaging, Hollywood Hi Jinx, Seastalker, Sherlock Holmes: Riddle of Crown Jewels, Wishbringer, Nord and Bert , Trinity	
Lucas Classic Adventrs	$36
Indiana Jones, Secret Monkey Island 1, Maniac Mansion	
Magnetic Scrolls Bundle	$16
Fish, Corruption, Guild of Thieves	
Max Pac	$16
Star Control, Hoverforce, Test Drive 3	
Maximum Ovrkill W Disk	$44
Megafortress Mega-Pak	$38
Megafortress	
Megafortress Mis Disk 1	
Megafortress 3-D Editor	
Perfect General Trilogy	$34
Perfect General	
Greatest Battles of 20th C WW2 Battles	
Power Hits: Battletech	$32
Battletech 1, Battletech 2, Mech Warrior	
Space Quest Anthol CD	$48
Space Quest Bndle 1-4	$42
Spellcasting Bundle	$29

IBM BUNDLES

Spellcasting 101, 201, 301	
Spellcasting Bundle CD	$32
Task Frc 1942 wRSR CD	$35
The Victory Pack	$39
V for Victory: Utah Beach, Velikiye Luki, Mrkt Garden	
Top 50 Games DOS CD	$26
Top 50 Games WIN CD	$26
Turning Point	$29
Gettysburg, Spanish Armada, Waterloo	
Ultima Bundle 1-6 CD	$32
Ultima Trilogy	$39
Ultima 1-3	
Ultima Trilogy 2	$48
Ulrima 4-6	
Wing Commander 1 Dlx	$48
Wing Commdr 1 Dlx CD	$29
Wizardry Trilogy	$32
Wizardry 1-3	
Wizardry Trilogy 2	$33
Wizardry 4-6	

IBM STRATEGY

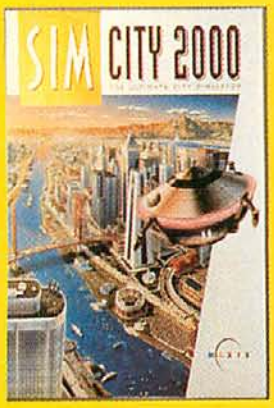
18th Air Squadron	$36
A Train	$34
A Train Construction Set	$9
A Train wConstructn Set	$36
Advanced Civilization	$35
Air Force Commander	$9
Airbucks 1.2	$33
Ancient Art of War Sky	$26
Archon Ultra	$34
Arctic Baron	$29

IBM STRATEGY

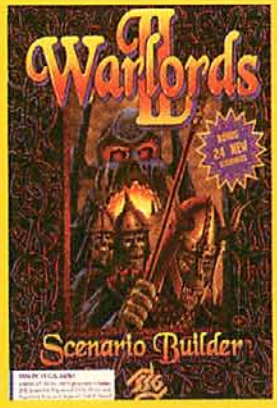
Arctic Baron CD	$29
Armada	$22
Ashes of Empire	$29
Battle Isle	$32
Battle Isle 2 CD	$45
Battle Isle Scenario Disk	$22
Battles in Time	$36
Battles of Destiny	$12
Black Beard	$36
Breach 2	$12
Breach 3	$34
Buzz Aldrin Race Space	$26
Buzz Aldrn Rac Spc CD	$54
Caesar	$24
Campaign 2	$36
Cannon Fodder	$22
Cannon Fodder CD	$34
Capitalist Pig WIN	$19
Carriers at War	$24
Carriers at War Const Kit	$36
Castles	$19
Castles 2	$19
Castles 2 CD	$48
Castles Northrn Cmpgns	$12
Celtic Tales: Balor of Evil	$39
Chessmst 4000 Trb WIN	$36
Civilization	$44
Civilization WIN	$48
Clash of Steel	$39
Cohort 2	$18
Colonization	$48
Colonization CD	$48
Command HQ	$19
Command HQ Classic	$18
Command and Conquer	$42
Conquer for Windows	$19

CHIPS&BITS

Call 800-699-4263 Fax 802-767-3382
Int'l 802-767-3033 Source 10086
PO Box 234 Dept 10086 Rochester, VT 05767



'SIMCITY 2000' is the long awaited follow up to SimCity that takes urban planning into the next century. SimCity 2000 adds a new level of realism & sophisticated gameplay. New features include underground water and transportation systems, 3D views & SVGA graphics. **$39**



'WARLORDS 2 SCENARIO EDITOR' Contains routines which automatically smooth the transitions between terrain types. Offers complete control of scenario creation and 24 new scenarios. Create new maps, edit existing maps, set city revenues and descriptions, build roads, and place ruins and temples. **$29**



'V FOR VICTORY VELIKIYE LUKI' takes you to the Russian Front during WW 2. As the German commander, you must rescue your encircled forces that are hold up in Velikiye Luki. Features 9 types of combat, choice of German or Russian command, and choose from 7 scenarios. **$19**

FREE SHIPPING!

Place an order for an out of stock item and recieve FREE overnight shipping when product becomes available. Handling $2 per shipment.



'WARLORDS 2' brings the fun and excitement of the first Warlords with 640 x 480 graphics, a hidden map option, and totally new AI system. Features random mapping for infinite replayability, troop transports for amphibious warfare, & a diplomacy option that provides the framework for backstabbing. **$29**



'LEISURE SUIT LARRY 6' As a contestant on a dating game show, you have won a 2 week vacation at a posh resort! Surrounded by luxury & girls, you mingle, schmooze & work your way up to a grand encounter in the penthouse suite! **CD $39**

IBM STRATEGY

Conquered Kingdoms	$12
Conquered Kingdoms 2	$36
Conquerd Kingdm Scn 1	$12
Conquest	$36
Conquest of Japan	$36
Crime City	$12
Crisis in the Kremlin	$32
Darklegions	$42
Darklegions CD	$38
Dead Zone CD	$52
Detroit	$39
Discovery Stp Columbus	$34
Dominion: 1 King's Life	$41
Dominus	$39
Dragon Force	$12
Dragon Lord	$9
Dune	$21
Dune 2	$34
El Fish	$34
Empire Builder	$36
Empire Deluxe	$34
Empire Dlx Mstr Ed CD	$29
Empire Deluxe Scen 1	$21
Empire Deluxe WIN	$35
Fantasy Empires	$39
Fantasy Empires CD	$42
Fantasy Fiefdom CD	$48
Fighting for Rome	$12
Fort Apache	$19
Gemfire	$37
Genesia	$0
Genghis Khan 2	$34
Gettysburg	$29
Gettysburg: Turning Pt	$24
Global Domination	$34
Gobliiins 2 Prncs Buffn	$16

IBM STRATEGY

Gold of the Americas	$24
Grandest Fleet	$35
Grandest Fleet CD	$35
Great Nav Batt Admrl Pk	$49
Hammer of the Gods	$42
Hannibal	$29
Harpoon 2	$44
Harpoon 2 Battle Set 1	$26
Harpoon Challengr Pak	$24
Heirs to the Throne	$21
Hollywood Mogul	$39
HUMANS	$24
Humans CD	$28
Humans: Insult to Injury	$9
Incredible Machine 2	$28
Incredible Machins 2 CD	$39
Kingdoms of France	$34
Kingdoms of Germany	$34
Kingmaker	$34
Koshan Conspiracy	$36
Koshan Conspiracy CD	$48
L'Empereur	$37
Laser Squad	$12
Lemmings 2: Tribes	$29
Lemmings Datadisk	$19
Liberty or Death	$37
Lords of the Realm	$39
Lost Admiral	$19
Lost Admiral 2	$39
Lost Vikings	$15
Maelstrom	$32
Master of Orion	$39
Medieval Lords	$12
Mega Lo Mania	$19
Merchant Prince	$39
Millenium	$6

IBM STRATEGY

Millenium Auction CD	$48
New World Order	$38
Nobunaga's Ambition	$37
Nobunaga's Ambition 2	$37
Objection	$19
Operation Combat	$12
Outpost	$39
Outpost CD	$39
Outpost Mission Dk CD	$19
Outpost Plnt Add On CD	$33
Paladin 2	$34
Patrician	$34
Patrician CD	$36
Pax Imperia	$42
Perfect General	$21
Perfect General 2	$36
Perfect General 2 CD	$36
Perfect Generl Sc WW2	$12
Perfect Generl Sc2 20th	$24
Populous 2	$28
Populous 2 Challenge	$19
Powermonger	$19
Protostar CD	$39
Rags to Riches	$36
Railroad Tycoon 2	$39
Railroad Tycoon Classic	$19
Rampart	$17
Reach for the Stars	$24
Realms	$16
Red Ghost	$39
Red Zone	$32
Robo Sport WIN	$34
Romance 3 Kingdoms 2	$39
Romance 3 Kingdoms 3	$39
Rules of Engagement	$9
Rules of Engagement 2	$39

IBM STRATEGY

Rules Engag 2 Cpgn Dk	$19
Second Conflict WIN	$34
Serf City: Life is Feudal	$39
Seven Cities Gold 2	$19
Sid Meir's Civil War	$58
Siege	$12
Siege With Exp Disk	$19
Sim Ant	$29
Sim Ant CD	$47
Sim Ant WIN	$34
Sim City 2000	$39
Sim City CD	$47
Sim City Classic	$26
Sim Earth CD	$47
Sim City Classic Win	$26
Sim City	$27
Sim City 2000 CD	$45
Sim City 2000 Grt Disstr	$14
Sim City 2000 WIN	$42
Sim City WIN	$29
Sim Earth	$29
Sim Earth WIN	$29
Sim Farm	$29
Sim Life	$29
Sim Life WIN	$29
Smokin' Gun WIN	$28
Space Hulk	$19
Space Hulk CD	$42
Space Miner	$36
Space Raiders CD	$42
Spaceward Ho!	$36
Spaceward Ho! WIN	$36
Spaceword Ho 3 WIN	$29
Star Control 2	$39
Star Legions	$9
Strike Squad	$39

IBM STRATEGY

Stronghold CD	$36
Sub Version	$36
Tank	$36
Task Force 1942	$36
Tegel's Mercenaries	$9
Tegel's Mercenaries 2	$44
Termintr 2 Chesswrs CD	$27
The Complete UMS	$44
Theatre of War	$16
Ticonderoga	$46
Unnatural Selection	$29
Victory or Defeat WIN	$42
Viking Conquest	$36
Vikings 2	$36
Vikings Fields Conquest	$19
Visions of Aftermath	$12
Walls of Rome	$39
War in the Gulf	$9
Warlords 2	$29
Warlords 2 Scen Editor	$29
Warlords	$12
When Two Worlds War	$24
Worlds at War	$19
X-Com: UFO Defense	$39
X-Com: UFO Defnse CD	$41

IBM TRADITIONAL

3 D Pinball	$12
Acquire	$9
Armada Villa Crespo	$9
Baseball Card Collector	$6
Baseball Facts	$9
Battle Chss 4000 SVGA	$26
Battle Chess 4000 VGA	$19

IBM TRADITIONAL

Battle Chess CD	$45
Battle Chess WIN	$19
Beat the House	$29
Blackjack	$9
Bridge 2: wOmar Sharif	$28
Bridg 2: wOmar Shrf CD	$52
Bridge 7	$24
Bridge Baron WIN	$34
Bridge Olympiad	$29
CD-Romix 1 Hardcase	$16
CD-Romix 2 Prime	$16
CD-Romix 3 Free X CD	$16
Casino Game Pak WIN	$32
Casino Mastr Gold WIN	$43
Checkmate WIN	$36
Chess Net WIN	$9
ChessManiac 5 Bill & 1	$39
Chessmnc 5 Bill & 1 CD	$34
Chessmaster 2000	$24
Chessmaster 3000	$29
Chessmaster 3000 CD	$46
Chessmaster 3000 WIN	$35
Classic 5	$19
Classic 5 WIN	$24
Classic Casino WIN	$16
Classic Solitaire WIN	$16
Coffee Break Collect CD	$29
Combination Lock	$9
Demon Blue	$9
Dr Floyds Desktop Toys	$14
Dr Thorp's mini Blackjack	$9
Dr Wng's Jack/Vid Poker	$9
Faces Tetris 3	$15
Gambit, Kasparov's	$39
Game-Maker Ver 2.0	$48
Go Mastr Dlx Ver 5 WIN	$79

OVERNIGHT SHIPPING in US $4 per order. Mail to Canada, PR, HI, AK, APO, FPO $4 per order. 4-8 day Worldwide shipping $6 per item. Handling $2 per shipment.

Visa/MC Accepted. Checks Held 4 Weeks. Money Orders same as cash. COD $8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. All sales final. Call for details.

FREE GAME OFFER*



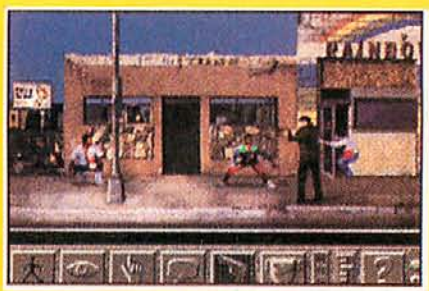
'V FOR VICTORY MARKET GARDEN' takes you to Southern Holland on Sept. 17th, 1944. Features a full scrolling map of the Eindhoven-Arnhem area, over 500 military units, 9 types of combat, detailed weather effects, assume either Allied or German command, extensive campaign analysis, & historical variants. **$19**



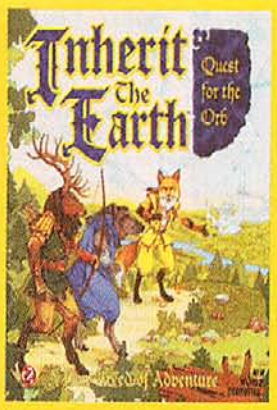
'V FOR VICTORY UTAH BEACH' thrusts you into the role of military strategist during the Normandy invasion. As an American commander you must overcome strong German resistance. Features realistic weather effects, 8 types of combat, and choose from 6 different scenarios. **$19**



'TIE FIGHTER' Sequel to the acclaimed X-Wing, players fly under the direction of the Dark Lord himself, Darth Vader. Defy the Rebel Alliance in training, combat missions & tours of duty that strengthen the Emperor's hold on the galaxy. Six Imperial starfighters to fly under the strategies of the Empire. **$48**



'POLICE QUEST 4: OPEN SEASON' You're a detective for LAPD. A tough job under any condition, but especially now you must solve a string of random murders. Features digitized background and video captured actors. **CD $39**



'INHERIT THE EARTH' A fantasy adventure that will introduce players to a new world of breath taking scenery and excitement...Earth. Accompany Rif the fox as he attempts to uncover the mystery surrounding an ancient human artifact. Features intuitive interface, puzzles and overhead perspective. **$36**

*FREE GAME OFFER

Spend the specified amount on any in stock IBM software and choose a free IBM game from the corresponding list below. Offer subject to change or cancellation without notice. Valid from June 1st through July 31st or while supplies last.

SPEND $60 GET

Playmaker Football Combo, Cardinal of Kremlin 3.5, Darkhalf 3.5, Trump Castle 2 Data Disk 1 or 2 3.5 or 5.25, Gunship 5.25, Pirates 5.25, Star Legions 5.25, Magic Candle 2 5.25, MacArthurs War 5.25, Crime Does Not Pay 5.25, Warlords 5.25, X-Men 5.25

SPEND $100 GET

Airborne Ranger 5.25, Tegel's Mercenaries 5.25, Command HQ 5.25, F15 SE 2 5.25, M1 Tank Platoon 3.5, Megatraveller Zhodani 5.25, Red Storm Rising 3.5, Battles of Destiny 3.5

IBM TRADITIONAL

Go Master Jr Ver 5 WIN	$19
Go Master Tool Kit	$26
Go Master Ver 4 WIN	$39
Gofrs Winkl Adv CD WIN	$12
Grandmaster Chess CD	$32
Hana Barbr Anmt Wkshp	$39
Hard Day's Night CD	$25
Hearts	$12
Hong Kong Mh Jng Pro	$32
Hoyle's Book Games V3	$29
Hoyle's Bk Gms Classic	$29
Jeoprdy Dlx WIN wAlex	$34
Jeoprdy Dlx wAlex Trbek	$34
Joseki Genius	$39
Lawn Mwr Mn Sc Sv CD	$29
Lexicross	$24
Lucky's Casino Advent	$38
Monopoly Deluxe	$27
Monopoly Deluxe WIN	$29
Oligopoly	$9
Omar Sharif Bridge WIN	$19
Omar Sharif on Bridge	$19
Omar Shrf Bridg Dlx CD	$46
On Target	$9
Origamo	$29
Pictionary	$12
Pinball Dreams	$29
Pool Shark	$18
Positronic Bridge	$30
Power Poker WIN	$39
Puzzle Gallery 1	$9
Risk	$28
Risk WIN	$26
Russian Six Pack	$15
Russian Six Pack WIN	$19
Sargon 5	$13

IBM TRADITIONAL

Scrabble Deluxe	$26
Scrabble Deluxe CD	$25
Scrabble Deluxe WIN	$19
Shanghai 2 Win	$24
Shanghaii 2	$29
Solitaire WIN	$19
Solitaire's Journey WIN	$38
Solitaires Journey	$34
Solitaires Journey 2	$36
Sorry	$12
Space Vegetables	$9
Spot	$6
Stan Wongs Video Pokr	$19
Star Wars Chess	$38
Star Wars Chess CD	$44
Swap	$29
Tactical Wizard	$39
Take-A-Brk Crswrd WIN	$19
Terminatr 2 Chess Wars	$37
Tesserae WIN	$12
Tetris Classic	$26
Tetris Classic WIN	$26
Videogame Solution CD	$29
Trump Cast 2 DD1	$4
Trump Castle 2 DD2	$4
Trump Castle 3	$29
Trump Castle 3 CD	$29
Trump Castle Collect CD	$14
Turn-n-Burn	$9
Vegas Entrtnm Pak WIN	$21
Vegas Games Pak WIN	$21
Video Cube CD	$45
Virtual Reality Studio 2	$59
Wheel of Fortune	$6
Wheel of Fortune 3	$9
Wheel of Fortune Dlx	$34

IBM TRADITIONAL

Wheel of Fortn Dlx WIN	$34
Word Tris	$27
Wrath of the Demon CD	$29
Zig-Zag	$29

IBM WAR GAMES

Action North Atlantic	$26
Action Stations Scenario 1	$3
Action off River Platte	$26
Aegis: Guardn Fleet CD	$53
Air Raid Pearl Harbour	$22
American Civil War V1	$24
American Civil War V2	$24
American Civil War V3	$24
Banzai	$9
Battle Stations	$20
Battle Tank Barbarossa	$36
Battle Tank Kursk	$39
Battle of Austerlitz	$24
Battle of Leyte Gulf	$24
Battle of the Atlantic	$36
Battles of Napoleon	$24
Battleship Bismark	$26
Blitzkrieg Ardennes	$19
Blue and the Grey	$38
Borodino Napoln Invads	$24
Bravo Romeo Delta	$24
Campaign	$32
Campaign CD	$35
Campaign Mission 1	$18
Carrier Strike	$39
Carrier Strike Exp Pak	$19
Charge of Light Brigade	$12
Civil War No Grtr Glory	$21

IBM WAR GAMES

Conflict: Korea	$19
Decision at Gettysburg	$18
Dreadnoughts	$29
Dreadnoughts	$34
Dreadnoughts Bismark	$29
Dreadnoughts Deluxe	$59
Dreadnoughts Ironclads	$29
Drums of Glory	$44
Fall Gelb	$36
Fifth Eskadra	$36
Fleet Med	$27
Gary Grigsby Pacifc War	$44
Gary Grigsby War Rssia	$45
German Raider Atlantis	$26
Gettysburg:Turning Pt	$24
Golan Front	$36
Grey Seas, Grey Skies	$36
Halls of Montezuma	$24
Harpoon Battle Set 4	$19
Harpoon Challenger Pak	$19
Harpoon Designer Series	$7
Harpoon Desgnr Sers 2	$25
High Command	$34
Kampfgruppe	$39
Kriegsmarine	$36
Kursk Campaign	$36
Line in the Sand	$12
Long Lance	$39
MacArthur's War	$9
Main Batt Tank C Germ	$36
Main Batt Tank MidEast	$36
Main Batt Tank N Germ	$36
Malta Storm	$36
Man of War	$36
Mare Nostrum	$26
Marianas Turkey Shoot	$12

IBM WAR GAMES

Marianas Turkey Shoot	$24
Midway	$24
Moscow Campaign	$36
Northern Fleet	$36
Operation Overlord	$36
Pacifc Strm Midwy Cpgn	$36
Pacifc Strm Solmn Cpgn	$36
Panzer Battles	$19
Patriot	$12
Patton Strikes Back	$14
Prelude to Jutland	$24
Red Sky Morning	$36
Return to Falklands	$28
Rising Sun	$24
Rd Sumtr to Appomttox	$45
Rommel Batt for N Africa	$24
Rommel at El Alamein	$36
Rommel at Gazala	$36
Second Front	$21
Seventh Fleet	$36
Stalingrad Campaign	$36
Storm Across Europe	$12
The Great War	$39
Third Reich	$34
To The Rhine	$36
Typhoon of Steel	$21
UMS 2	$12
UMS 2 Planet Editor	$9
Under Fire	$12
V Victory Market Garden	$19
V Victory: Gld, Jn, Swrd	$34
V Victory: Utah Beach	$19
V Victory: Velikye Luki	$19
VVictory: Velukye Luki	$12
Victory at Sea	$48
War in the Falklands	$24

IBM WAR GAMES

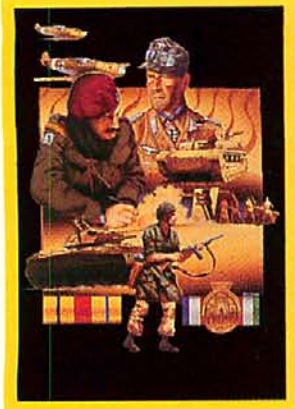
Warpoint	$36
Warship Changd History	$26
Waterloo	$19
White Death	$19
WW 2 Batt of S. Pacific	$21

IBM ADULT INTERACTIVE

Asian Palate CD	$34
CD Brothel CD	$36
Centrflds & Covrgirls CD	$32
Come Play With Me CD	$36
Desktop Mistress CD	$54
Desktop Voyeur V. 1 CD	$54
Digital Dancing CD	$36
Dream Girl CD	$32
Dream Machine CD	$59
Fox Pack CD	$49
Girlfriend Suzie	$44
Girlfriend Teri	$49
Intract Adult Spl WIN CD	$12
Intract Adv Semr But CD	$54
Interactive Lovers CD	$45
Intrnatnl Strip Poker CD	$34
Maddams Familly CD	$49
Midnight Stranger CD	$59
Neurodancer CD	$59
Nightwtch Intractv 2 CD	$59
Nightwatch Intractive CD	$44
Paradise Club CD	$69
Penthouse Intractve CD	$75
Scisrs N' Stons WIN CD	$59
Sexual Obsession CD	$34
Strip Pokr Pro DD1-8 ea	$16
Strip Poker Pro DD 9	$19

CHIPS&BITS

Call 800-699-4263 Fax 802-767-3382
Int'l 802-767-3033 Source 10086
PO Box 234 Dept 10086 Rochester, VT 05767



'OPERATION CRUSADER' is set in the expansive reaches of the Libyan & Egyptian deserts during WWII. Six historical scenarios will show you first hand what open field tactics and desert combat are really like. Experience the cursed Hellfire Pass, & see for yourself if you can earn the title of 'Desert Fox.' **$39**



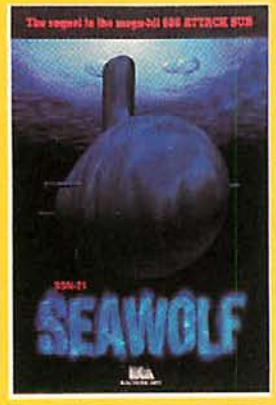
'AIR COMBAT PACIFIC 1942' Dodge relentless gunfire of Japanese Zeros. Execute gravity twisting dive-bomb attacks. Attack enemy bombers in a desperate fight to save your carrier. Virtual Cockpit allows viewing in all directions. **$48**



'THIRD REICH' On September 1, 1939, this man unleashed a war machine so horrific, when it was finally defeated, 40 million people lay dead. Features 4 challenging scenarios, 1 or 2 player mode, full play capabilities on both Operational and Strategic Maps, intuitive interface and Neural Net Technology. **$34**

FREE
INTERACTIVE ENTERTAINMENT!

Receive an episode of Interactive Entertainment, the world's first CD MAG devoted to entertainment software, FREE with every CD ROM software order. Offer subject to change or cancellation without notice. Valid from July 1st to August 31st or while supplies last.



'SSN-21 SEA WOLF' is the sequel to the smash hit 688 Attack Sub. A crisis has erupted and fighting between the US and Russian's navy has occurred. As the commander of the SSN-21, you are ordered into battle to destroy the fleet. Features over one hundred 16-bit digital true stereo effects. **$46**



'STAR REACH' You are on a quest to conquer & colonize a galaxy of alien worlds in a mind-bending, real-time universe. First you must overcome hostile climate conditions, ward off enemies, calculate risks & make tactical decisions. **$36**

IBM ADULT INTERACTIVE

Strip Poker Pro DD 10	$19
Strip Poker Professional	$34
Surfer Girls CD	$39
Virtual Vixens CD	$59
Winner Takes All CD	$39

IBM FULL MOTION

Adult Movie Almanac CD	$69
After Dark Trilogy CD	$34
Amateur Models 2 CD	$34
Amateur Video WIN CD	$22
Amorous Asian Girls CD	$32
Animatd Fantasies 2 CD	$34
Animatd Fantasies CD	$34
Baby's Got Butt CD	$32
Bare Assets CD	$39
Best Dirty Debutnt 1 CD	$49
Best of Inferno CD	$39
Best of Vivid CD	$36
Best of Barlw Affairs CD	$44
Best of the Best V. 1 CD	$19
Best of the Best V. 2 CD	$29
Best of the Best V. 3 CD	$34
Best of the Best V. 4 CD	$34
Betrayal CD	$36
Beverly Hills 90269 CD	$39
Beyond Explicit CD	$34
Blond Justice CD	$25
Bodycello CD	$12
Bra Busting Babes CD	$29
Busting Out CD	$39
Buttmans Euro Vactn CD	$39
CD Rom Collectbles CD	$26
Cafe Flesh CD	$29

IBM FULL MOTION

California Daydrmer CD	$29
Camp Double D CD	$29
Cat and Mouse CD	$48
Cheating CD	$25
Condo Cuties CD	$34
Curse of Catwoman CD	$26
Dangerous Blondes CD	$34
Debby Does Dallas CD	$38
Deception CD	$39
Deep Throat CD	$36
Deep Throat Girls CD	$29
Digital Dreams 2 CD	$22
Digital Seduction CD	$34
Dirty Adult Cartoons CD	$38
Doors of Passion CD	$36
Dungn of Dominance CD	$36
Ecstacy CD	$34
Endangered CD	$29
ErotiCafe CD	$48
Frat Girls of Dbl D CD	$39
Girls Doin' Girls CD	$25
Girls from Big East CD	$39
Girls of Mardi Gras CD	$39
Girls with Girls CD	$39
Hidden Obsessions CD	$32
Hollywood Scandal CD	$39
House of Dreams CD	$24
Hs Sleepg Beauties CD	$39
Immortal Desires CD	$25
Insatiable CD	$32
Kama Sutra CD	$38
L.A. Strippers CD	$34
Leather & Lace CD	$39
Legends of Porn 2 CD	$25
Loads of Fun CD	$32
Main Street USA CD	$26

IBM FULL MOTION

Mark of Zara CD	$38
Mask CD	$25
Model's Memoirs CD	$48
Murphy's Brown CD	$39
Mystique of Orient CD	$34
New Wave Hkers 1 CD	$29
New Wave Hkers 2 CD	$32
Night Trips CD	$29
Other Side Chelsea CD	$29
Pandor....AAAH'S CD	$27
Parlor Games CD	$25
Pixis Adult Sampler CD	$12
Racquelle Released CD	$34
Rimfire Pacific Video CD	$32
Sakura CD	$24
Secrets CD	$34
Seductions CD	$29
Sex CD	$25
Semr But Blwn Away CD	$36
Semr But Insd Shn CD	$36
Semr But Paradise CD	$36
Semr But Honeymn CD	$36
Sinfully Yours CD	$29
Sizzle CD	$33
Steamy Windows CD	$25
Supr Modls Go Wild CD	$34
Superstars of Porn CD	$24
Temptation CD	$28
The Coven CD	$25
The Devil Miss Jons CD	$34
The Fishermns Wife CD	$38
Touch Me, Feel Me CD	$34
Toy's Not Boys CD	$29
Tracy I Love You CD	$29
Treasure Chest CD	$24
Ultra Sex CD	$29

IBM FULL MOTION

Urotsukidoji CD	$39
Virgins V. 1 CD	$39
Volcano CD	$34
Weekend at Ernies CD	$26
Wickd Q-Time Movie CD	$42
Wicked Whispers CD	$36
Womn Who Lov Men CD	$32
X-Rated Bloopers CD	$27

IBM ADULT STILLS

101 Sex Positions CD	$39
101 Sex Positions 2 CD	$39
3D Beauties CD	$19
3D Darling CD	$34
3D Dream Girls CD	$36
94-95 CDX Calender CD	$29
Adult Reference CD	$29
Amateur Allstars CD	$29
Amateur Models CD	$22
American Girls CD	$32
American Girls 2 CD	$34
Bodacious Beauties CD	$36
Busty Babes 2 CD	$36
College Girls CD	$36
Creme de la Creme CD	$29
Double Play Vol 1 CD	$36
Double Play Vol 2 CD	$36
Erotica CD	$34
European Erotica CD	$34
Exotic Girls 3 in 1 CD	$24
Expose CD	$24
Extreme Delight CD	$28
G.I.F.s keep on Givg CD	$27
Girls Steven J Hicks CD	$29

IBM ADULT STILLS

Girls of Risque CD	$34
Girls of Vivid V. 1 CD	$29
Girls of Vivid V. 2 CD	$32
Girls, Girls, Girls CD	$29
Glamr Girls of 1943 CD	$36
Heavenly Bodies 2 CD	$39
Heavenly Bodies 3 CD	$39
Heavenly Bodies V.1 CD	$39
High Volume Nudes CD	$28
Hooter Heavens CD	$36
Local Girls V. 2 CD	$22
Lovely Ladies II CD	$39
Massive Mellons CD	$39
More Northrn Delits CD	$34
Northern Delights CD	$32
Nova Collection V. 1 CD	$26
Nova Collection V. 2 CD	$29
Overexposed CD	$39
Sexiest Women on CD	$24
Southern Beauties CD	$34
Super Smutware CD	$26
Sweet Dreams CD	$29
Tropical Girls CD	$26
Women of Venus CD	$22

IBM BUDGET

3 D Pinball	$12
Acquire	$9
Air Force Commander	$9
Armada Villa Crespo	$9
A T P Flight Simu 1.00	$12
Banzai	$9
Baseball Card Collector	$6
Baseball Facts	$9

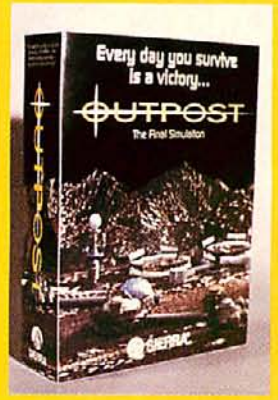
IBM BUDGET

Battle Command	$6
Battles of Destiny	$12
BB Chall 87-89 Teams ea	$9
Blackjack	$9
Blue Max Aces Great War	$9
Bodycello CD	$12
Boom Box	$12
Breach 2	$12
Captain Blood	$9
Cardinal of the Kremlin	$6
Castles Northrn Cpgns	$12
Champions of Krynn	$12
Charge of Light Brigade	$12
Chess Net WIN	$9
Combination Lock	$9
Conquered Kingdoms	$12
Conqueror Multi Tank	$6
Covert Action	$6
Crime City	$12
Crime Does Not Pay	$12
Dark Half	$9
Demon Blue	$9
Don't Go Alone	$6
Dr Doom's Revenge	$9
Dr Thorp's mini Blackjack	$9
Dr Wong's Jck/Vid Pokr 5	$9
Dragon Force	$12
Dragon Lord	$9
Dragon Strike	$12
Dragons of Flame	$9
E- Motion	$6
Fighting for Rome	$12
Finale	$3
Free DC	$9
Gamma Force	$6
Gofer's Winkel Adv CD	$12

OVERNIGHT SHIPPING in US $4 per order. Mail to Canada, PR, HI, AK, APO, FPO $4 per order. 4-8 day Worldwide shipping $6 per item. Handling $2 per shipment.

Visa/MC Accepted. Checks Held 4 Weeks. Money Orders same as cash. COD $8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. All sales final. Call for details.

FREE GAME OFFER*



'OUTPOST' You only get one chance to destroy civilization. Players explore new worlds, research new technologies and strive to colonize distant planets. Based on NASA research, Outpost is a realistic simulation of the complexities involved in building a self-contained colony on a hostile planetary surface. **CD $39**



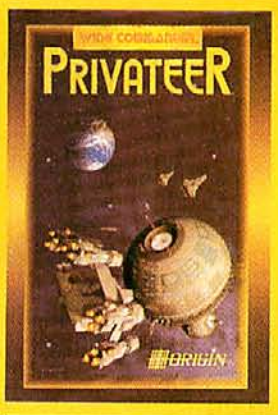
'QUEST FOR GLORY 4' Your challenge is to rid the land of evil by destroying the Dark One himself. When you explore the realm of the undead to find him, wraiths, vampires, and monsters are lurking waiting for your next mistake. **$42**



'INTERACTIVE ENTERTAINMENT' the world's first CD MAG, is an episode of interactive television for your CD Rom. Devoted to entertainment software, IE features full-motion reviews, talking previews, multimedia hints and tips, and interactive video interviews with key figures in the gaming industry. **CD $9**



'ACROSS THE RHINE' Control history's famous tanks or entire companies & experience the fierce combat & tough decisions that gripped WWII tank commanders. Blast your way through enemy units across war-torn Europe. **$48**



'PRIVATEER' In the far reaches of space you live by no man's rules but your own. Live the life of a pirate, merchant, or mercenary. Keep a couple steps ahead of the enemy and you're a free man. Explore a complete universe with more then 50 bases and planets in close to 70 systems. **$48**

*FREE GAME OFFER

Spend the specified amount on any in stock IBM software and choose a free IBM game from the corresponding list below. Offer subject to change or cancellation without notice. Valid from June 1st through July 31st or while supplies last.

SPEND $60 GET

Playmaker Football Combo, Cardinal of Kremlin 3.5, Darkhall 3.5, Trump Castle 2 Data Disk 1 or 2 3.5 or 5.25, Gunship 5.25, Pirates 5.25, Star Legions 5.25, Magic Candle 2 5.25, MacArthurs War 5.25, Crime Does Not Pay 5.25, Warlords 5.25, X-Men 5.25

SPEND $100 GET

Airborne Ranger 5.25, Tegel's Mercenaries 5.25, Command HQ 5.25, F15 SE 2 5.25, M1 Tank Platoon 3.5, Megatraveller Zhodani 5.25, Red Storm Rising 3.5, Battles of Destiny 3.5

IBM BUDGET

Hearts	$12
Heatwave	$6
Heroes of the 357th	$12
Hole In One Mini Golf	$6
Hole In 1 Mini Golf Cr Dk	$3
Humans: Insult to Injury	$9
Intract Adult Spl WIN CD	$12
International Sports Chall	$6
Jack Nicklaus Clip Art	$3
Jack Nicklaus Crs Dk 1	$6
Jack Nicklaus Crs Dk 3	$6
Jack Nicklaus Crs Dk 5	$4
Jack Nicklaus SE Crs 1	$4
Japan Scenery Disk	$12
Jeopardy 2	$9
Joan of Arc	$12
Killing Cloud	$6
Laser Squad	$12
Lightspeed	$9
Line in the Sand	$12
MacArthur's War	$9
Magic Candle 2	$9
Magic Candle 3	$9
Marianas Turkey Shoot	$12
Matrix Cubed	$9
Medieval Lords	$12
MegaFortress	$12
MegaTraveller 2	$12
MegaTraveller:Zhodani	$6
MicroL Bsball Seattle I3	$12
Millenium	$6
Mines of Titan	$9
ML Baseball All Stars	$12
ML Baseball Mangr's Ch	$12
ML Football 2	$12
Ms PacMan	$6

IBM BUDGET

Never Mind	$9
New Facilities Locator	$9
NFL Chall Col Alumni Tm	$9
NFL Chall Pre Season 90	$9
NFL Chall Pre Season 91	$9
NFL Chall All Star Team	$9
NFL Chall Dream Teams	$9
NFL Proleague Football	$12
NFL Video Football	$12
Obliterator	$6
Oligopoly	$9
On Target	$9
Operation Combat	$12
Patriot	$12
Pick'n Pile	$6
Pictionary	$12
Playmaker Football	$12
Power Politics WIN	$12
Predator 2	$9
ProFtball Analyst 92 Ed	$9
Punisher	$12
Puzzle Gallery 1	$9
Renegade Legion Intrcpt	$12
Rotox	$9
Rules of Engagement	$9
S.C. Out	$12
Scenery Collection Set B	$9
Scenery Colltn California	$9
Scenery Collt Grt Britain	$9
S D I	$6
Sentinel Worlds 1	$9
Shadow Sorcerer	$9
Siege	$12
Sleeping Gods Lie	$6
Sorry	$12
Space Vegetables	$9

IBM BUDGET

Sporting Triangle	$3
Spot	$6
Star Legions	$9
Storm Across Europe	$12
Taking of Beverly Hills	$6
Teenage MNT Man Miss	$12
Teenage Mut Nnja Turtls	$9
Tegel's Mercenaries	$9
Terran Envoy	$9
Tesserae WIN	$12
Test Drive 2	$12
Test Drive 2:Euro Chall	$6
Test Drive 3:Road & Car	$9
The Tinies	$12
Thunderhawk	$6
Tie Break Tennis	$9
Tony LRussa Clsc Stad	$12
Tony LRussa BB 90 Tm	$12
Tony LaRussa BB 1991	$12
Tony LaRussa Baseball	$9
Top Gun Danger Zone	$12
Treasures Savage Frontr	$9
Trump Castle 2 DD1	$4
Trump Castle 2 DD2	$4
Turn-n-Burn	$9
UMS 2	$12
UMS 2 Planet Editor	$9
Under Fire	$12
Uninvited	$6
Vaxine	$12
Visions of Aftermath	$12
Wacky Funster	$9
War in the Gulf	$9
War of the Lance	$9
Warlords	$12
Weaver Tm/Plyr Stats 89	$3

IBM BUDGET

Wheel of Fortune	$6
Wheel of Fortune 3	$9
Wrath of the Demon	$12
Xiphos	$9

3DO

3DO System	$499
11th Hour	$59
Aces over Europe	$52
Alone in the Dark	$52
Battle Chess	$46
Clayfighter 2	$52
Conquerd Kingdoms	$52
Cyberia	$52
Demolition Man	$56
DinoBlazer	$56
Doom	$52
Dragon Tales	$46
Dragons Lair 2	$52
Escape Monstr Mnor	$52
Horde	$52
Incredible Machine	$52
Jurassic Park	$52
Kingdm:Far Reaches	$52
Lemmings	$49
Mad Dog McCree 2	$52
Madden Football	$49
Megarace	$44
Microcosm	$52
Orion Off Road	$52
Out of this World	$49
PGA Tour GA	$52
Pataank	$52
Red Baron	$52

3DO

Rise of the Robots	$49
Road Rash	$56
Robinson's Requiem	$52
Rock & Roll Racing	$49
Sewer Shark	$52
Shadow Caster	$52
Space Pirates	$52
Star Trek Next Gen	$54
Star Wars Chess	$52
Syndicate	$52
Theme Park	$52
Total Eclipse	$52
Vikings	$52
Way of the Warrior	$52
Who Shot John Rock	$49
Wing Commander	$49
WorldBuilders, Inc	$52

JAGUAR

Jaguar System	$249
Alien Vs Predator	$58
Barkley Basketball	$54
Battle Zone 2000	$54
Blue Lightning	$54
Brett Hull Hockey	$54
Brutal Sports Football	$56
Bubsy	$54
Castle Wolfenstein 3D	$54
Checkered Flag 2	$58
Club Drive	$52
Crescent Galaxy	$44
Doom	$54
Dune	$54
Dungeon Depths	$54

JAGUAR

European Soccer Chall	$56
Flashback	$54
Hosenose & Booger	$54
Jack Nicklaus Golf	$54
Kasumi Ninja	$54
NFL Football	$54
Raiden	$44
Tempest 2000	$52
Tiny Toon Adventures	$52
Ultimate Brain Games	$56
Ultra Vortex	$54
World Cup Kickoff Socr	$54

MACINTOSH

Harpoon Scenario Editor	$14
Jack Nicklaus CrDk 1-3ea	$6
Jack Nicklaus Crs Dk 5	$6
Lexi Cross	$19
Omar Sharif Bridge Dlx	$19
Out of this World	$19
Shadowgate	$19
Sherlock Holmes CnDt 2	$19
Sim Ant	$19
Test Drive 2: CA Challng	$6
Test Drive 2: Super Cars	$6
WordTris	$19

AMIGA

Fast Break	$3
Heatwave	$3
Jack Nicklaus Course 1	$4
Test Drive2:Muscle Cars	$3

Four More For The Road

Tired Of All The Yapping About Superhighways And Information Roadkill? Check Out Four Racing Games Where Digital Rubber Really Meets The Road

by Gordon Goble



HARK, THE SOUNDS OF THE SEASON ARE IN THE AIR. IF YOU'LL LISTEN CLOSELY, YOU'LL HEAR THE CHIRP OF the fair birdie, the hissing of lawn sprinklers, the whack of tennis ball against racquet, the roar of the powerful racing engine and the squeal of hot rubber. But far off in the distance, there's another, subtler sound. Listen, and you'll hear it....

Why, it's the hushed tone of computer game manufacturers nervously anticipating reaction to their latest fare! Yes, it's late summer, and the race to get automobile racing games to market has, this year anyway, nicely coincided with the racing season. In this issue, we'll be looking at no less than four new releases in the world of computerized, motorized competition.

LOTUS: THE ULTIMATE CHALLENGE FOR YOUR PC, LAMBORGHINI AMERICAN CHALLENGE, NIGEL MANSELL'S WORLD CHAMPIONSHIP, and FORMULA ONE are the four new entries into this suddenly burgeoning realm of gaming, and although the latter pair are indeed based on the F1 circuit, there is not a WORLD CIRCUIT in the lot. That's not to say there's nothing here worthy of praise, just that those intent on serious "simming" should stick with WORLD CIRCUIT or INDYCAR RACING. But if mountainous learning curves and absolute realism aren't your thing, and fast action is, we might have a game or two that will light up your life.

NIGEL MANSELL'S WORLD CHAMPIONSHIP (GREMLIN GRAPHICS)

It won't take long to discover the best thing going for **Gremlin Graphics**' NIGEL MANSELL'S WORLD CHAMPIONSHIP. It's right there on the box—the name of former Formula One and reigning IndyCar champ. This product was able to do what other more notable racing programs could not, secure the Mansell name. Yet, as is too often the case, the use of a respected name for product endorsement ain't worth a hill o' tires when it comes to the worthiness of the product.

NIGEL MANSELL bills itself as "the definitive Grand Prix experience." It is not. Instead, it is at best a mediocre attempt at a racing simulation, and most probably would have made some small waves had it been released about five years ago. Although it must be said that there have been worse racing games throughout the years, it is the fact that NIGEL MANSELL is far from what it pretends to be that has me somewhat perturbed.

The NIGEL MANSELL scenario is much the same as 1992's WORLD CIRCUIT—competition in what is arguably the world's top level of driving, Formula One. Players reside in the cockpit of Mansell's Canon Williams Renault screamer and will contest events at any or all of the 16 circuits that were part of Nigel's successful run for glory in 1992.

But small cracks in the armor are noticeable right away: a sparse, incomplete instruction booklet, virtually nothing in the way of car set-up (save predetermined tire, wing and gear ratio alterations), and limited options. Unfortunate yet bearable, such minor quibbles give way to more for-



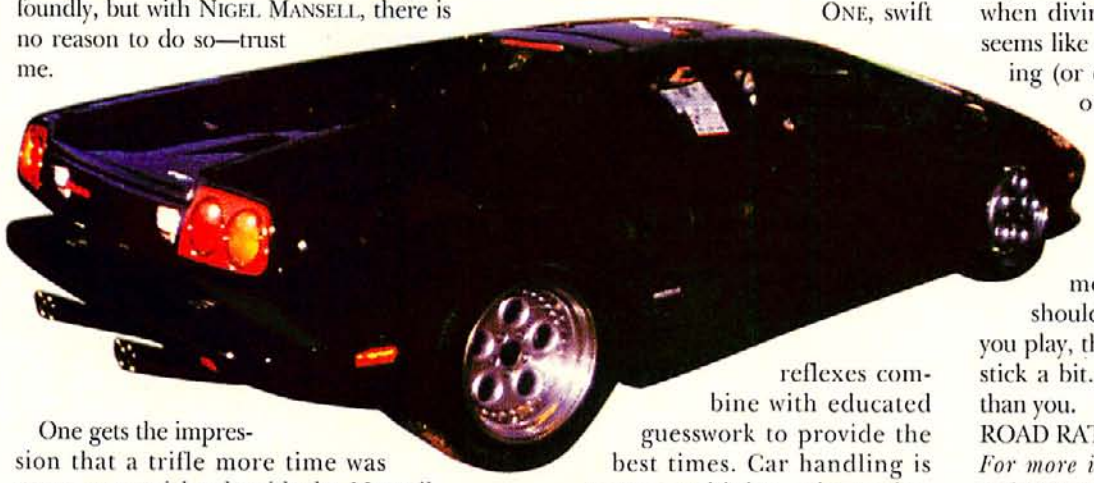
THE NAMED GAME Gremlin's NIGEL MANSELL'S WORLD CHAMPIONSHIP has got the celeb endorsement, but little else.

midable obstacles as you get into the game.

Pick a track, any track—it just doesn't matter—they're all the same! Well, not identical, but certainly with little in the way of individuality, and definitely a far cry from their real life counterparts. I would go so far as to say that corners sometimes bend in the wrong direction, and what little there is in the way of elevation changes is also usually incorrect.

Race distance is predetermined at five meager laps, opponents are jittery with nothing in the way of AI, slipstreaming has been overlooked, and rear mirrors are decorative only. The painted background never changes, even after a 180-degree hairpin, and it took me quite some time to realize that the PacMan power pill gobbling sound I was hearing was actually tire squeal.

NIGEL MANSELL comes with driver's training course called "Improve with Mansell," and is supposed to teach the enthusiastic rookie a little of the correct racing technique. With Nigel's disembodied head floating in the upper corner, like some Monty Python sketch gone wrong, and the "proper" racing line painted on each track, the Great One will instruct over and over again to "Don't Hit Things." This exercise sounds easier than it is in application, considering car handling characteristics that successfully mimic that of a garbage truck. "Keep on the racing line," Nigel's head will utter profoundly, but with NIGEL MANSELL, there is no reason to do so—trust me.



One gets the impression that a trifle more time was spent on a quick sale with the Mansell name than actual production of a quality product. If it's good clean fast quick reflex fun you want, do yourself a favor and check out the second Gremlin product, LOTUS - THE ULTIMATE CHALLENGE FOR YOUR PC. If you're interested in a close representation of the real thing, stick with WORLD CIRCUIT.

ROAD RATING:

For more information, contact Suncom Technologies (U.S. distributor) at (708) 647-4040.

FORMULA ONE (DOMARK)

Domark's FORMULA ONE (distributed through **Spectrum HoloByte**) is yet another attempt at a digital recreation of the world of Formula One racing, with one difference—this game is official. That's right, speed demons, FORMULA ONE can call itself FORMULA ONE via its status as an official product of the FIA.



HOW FAST IS !@$% FAST? If you've got the need, Domark's FORMULA ONE has got the speed in excess.

Official it may be, but as we've seen, big name ties do not necessarily a winner make. Depending upon your view, FORMULA ONE may or may not cut the mustard. Lately the computerized racing trend has been toward realism, and from that standpoint, FORMULA ONE stands tire-to-tire with NIGEL MANSELL'S WORLD CHAMPIONSHIP. But while that may be damning with faint praise, F1 performs as advertised—most probably "the !@#$% fastest racing game ever."

Not that you can feel the Gs as you slice and dice through a high speed corner—FORMULA ONE's car handling characteristics are not quite that advanced. The speed found in this program is more a joystick sort of thing, as it is yanked and cranked from side to side with wild abandon. In FORMULA ONE, swift reflexes combine with educated guesswork to provide the best times. Car handling is snappy, and it has to be as players will most often feel they are driving a twisty 200 mph tightrope—a POLE POSITION on steroids.

FORMULA ONE showcases, with a modicum of success, one dozen Grand Prix circuits. The object of the exercise should by this point be quite obvious, and players may duke it out against computerized competition or mano a mano with the aid of the top/bottom split screen. Vehicle setup (aside from tires and wing adjustments) is non-existent, as is virtually everything else that turns a game into a simulation, and FORMULA ONE is far more "arcade" than might be expected considering its "official" designation.

Although players will find themselves strapped into the cockpit, all pertinent information is displayed across the top of the screen, and the only usable item affixed to the car are the two rear view mirrors. A real race car feel, and little items such as slipstreaming are conspicuous in their absence. Apart from the working mirrors, FORMULA ONE rates a higher grade than NIGEL MANSELL only in its slightly more accurate representations of the race tracks in question, head-to-head capabilities, and the speed rush realized when diving into a tiny chicane at what seems like a million miles per hour, passing (or crashing through) a multitude of opponents, and actually emerging victorious.

If high speed thrills are what you seek, then FORMULA ONE may provide a quick fix, but the long term benefits of a more complex racing package should be sought elsewhere. Before you play, though, try pampering your joystick a bit...it'll be in for a tougher ride than you.

ROAD RATING:

For more information contact, Spectrum HoloByte at (800) 695-4263.

LAMBORGHINI AMERICAN CHALLENGE (TITUS)

Another in a parade of European-built automobile racing programs, **Titus**' LAMBORGHINI AMERICAN CHALLENGE plunges the unsuspecting newcomer into a most improbable scenario, yet with distinctly stereotypical reflections on America.

The plot: With dreams of becoming the



DEAL WITH THE DIABLO The drivers in Titus' LAMBORGHINI AMERICAN CHALLENGE would sell their souls for nitrous injection.

Next Great American Millionaire, the gameplayer arrives in the land of milk and honey. With no real marketable skills aside from the desire to drive cars at breakneck speed, a quick decision is made—to enter the "Saturday Night Races, an organized tournament of illegal highway challenges." As luck would have it, an old friend offers to part with his prized Lamborghini Diablo for a mere pittance.

The object of LAMBORGHINI AC is to make a whole lot o' bread through your driving prowess, and entry fees are high (in the thousands of dollars), yet so are hopes as you choose a likely venue. But racing won't begin right away, as you first have an opportunity to make a few side wagers with your opponents. As LAMBORGHINI AC progresses, it's easy to see that the really big bucks aren't made only through prize money, and it's the backroom deals that keep your war chest filled.

LAMBORGHINI AC is a slash and dash affair, as your Diablo must deal with a great number of both professional and amateur opponents, highway cops, and innocent civilian drivers. Races generally span no more than five minutes, and are little more than a test of reflexes and prudent observation. Speed is essential, yet radar, cruising patrol cars, and bad-tempered opponents will have their say in the probabilities of overall success. As races are won and monies collected, accessories such as super grip tires, nitrous oxide, radar jammers and other toys essential to ultimate victory are collected and installed.

LAMBORGHINI AC has a real arcade look and feel to it, from the on-screen images of prospective rivals to the somewhat nonsensical capabilities of the cars themselves. Yet LAMBORGHINI AC allows for some exciting bumping and running when on the road, and the presence of the long arm of the law certainly adds to the entertainment value. For straight ahead thrills and spills, LAMBORGHINI AC might be the ticket.

Like most of the products in this racy review, LAMBORGHINI AC offers head-to-head competition with a human opponent via a top/bottom split screen, variable environments and road conditions, and there are no game saving, printing, or replay features. LAMBORGHINI AC is not an upscale test drive of one of the most desirable cars ever made, but if arcade staples such as OUT RUN ever held a personal appeal, LAMBORGHINI AMERICAN CHALLENGE might just satisfy that wacky urge to push other cars off the road while motoring along at 150 mph.

ROAD RATING:

For more information, contact Titus at (818) 709-3692.



LOTUS: THE ULTIMATE CHALLENGE FOR YOUR PC (GREMLIN GRAPHICS)

Well, it's not quite the *ultimate* challenge for my PC, but LOTUS does offer a barrel of fun in a surprisingly small package (its 1.35 MBs are accessible from diskette or hard drive). Again, this game is not exactly a realistic portrayal of life behind the wheel, but it isn't supposed to be. The smart, often humorous LOTUS manual is modest when it notes, "Okay, so LOTUS isn't the most complex simulation around, but the wealth of choices available could throw you at first."

LOTUS drivers will find themselves at the wheel (actually, with a chase helicopter view) of an Esprit S4, Elan SE, or the conceptual M200. There will be a flock of similar cars at every event, each trying to be the first to the finish line. Pretty commonplace so far, but it's in the wealth of cool stuff, such as the wide range of racing courses, environmental conditions, audio enhancements, pretty graphics, and other assorted options (including a nifty track design system and top/bottom split screen for head-to-head play) where Lotus really stands apart from so many other like-minded efforts. One gets the feeling that LOTUS designers threw a lot of thought and care into this package.

Following close on the heels of the dreaded protection wheel is the Main Option interface, from which every facet of the game is but a few points and clicks away. Players One and/or Two have their choice of several set-up options, including type of car, automatic vs. manual shifting, linear vs. digital acceleration and braking, method of control, difficulty level, and even type of game (Arcade Mode, wherein the aim is to complete each stage within a preset time, picking up points along the way, or Championship Mode, featuring a set amount of laps).

Just when the budding LOTUS pilot is ready to be thrust into the heat of battle, what should appear? No, not eight tiny reindeer, but a gigantic in-dash CD player! Several compelling Euro-synth numbers are at the ready, and after tailoring your musical accompaniment, or switching the tunes off, it's on to the track.

With a little practical experience, it will soon become apparent that LOTUS car control is surprisingly realistic *and* consistent. Too much speed will result in drifting turns and loss of momentum,



ESPRIT AVEC ELAN Gremlin's LOTUS handles well and offers a wealth of extra options, at no additional cost.

DreamWeb

















Dreamweb draws you into a world of greed and corruption, draws you into a civilisation teetering on the brink, draws you into an audio-visual experience like nothing else...!

- A perfect fusion of the true elements of science-fiction and the dark mysteries of adventure gaming!
- Stunning new graphics contribute to the black mood of this compelling new over-head view adventure!
- Explore over 200 rooms spread over 30 locations at your own peril!
- Exciting combat sequences choreographed to precision!
- Realism not to be equalled with the atmospheric music and superb sampled sound effects!

"....Awesome...!"
".....Breath Taking...!"
"....Heart Stopping...!"

A game to die for!

empire® SOFTWARE

Circle Reader Service #136

ENTERTAINMENT INTERNATIONAL (USA) Inc. 4 Professional Drive, Suite 123, Gaithersburg, MD 20879. Voice: (301) 216 9706 FAX: (301) 216 0117

appropriate gear selection is invaluable, and proper racing lines really do mean something. When a degree of proficiency is attained, championship points will soon begin to accumulate, and soon your name will be proudly displayed alongside other grand racing names from the past and present, such as Jackie Stewpot, T. Hairy Bootson, Nigel Mainsail, Demon Hill and Ayrton Sendup. Ah, yes, a little British humour....

But the star of the LOTUS show is surely the racing environment. I, for one, was dazzled by the number of variables instituted into such a tiny package. Tracks vary from narrow dirt trails meandering through forested groves, to vertigo-inducing cliffside ribbons, from sweltering desert endeavors to six-lane super highways, and even a futuristic setting with roadside geodesic domes, laser beams and powerful car magnets.

Be prepared to navigate through well-rendered digital representations of fog, rain, high-velocity windstorms, snow and ice, and remember to take on fuel when the tank begins to empty. LOTUS won't confine its drivers to daytime affairs either, and battles may be fought in the darkest night.

Such divergent driving conditions calls for a variety of driving styles, from the flat-out, "THIS FRIGGING CAR HAS NO BRAKES!" style required in Futureworld to the pick-and-choose method one will need to adopt when the road is obscured with fog and surrounded by trees. This Lotus won't fall apart when crashed, but making contact with obstacles will certainly detract from your effort.

And if a few less obstacles might make the ride a little easier, or the addition of a little more elevation would make things more interesting, then the LOTUS track designer awaits. This track building feature won't allow you to put down specific pieces of track one at a time, but instead allows for modifications to an overall feel. More mud, more darkness, a wider track, a few traffic cones and barriers, or perhaps an overflowing marsh—whatever seems interesting at the time—can be quickly and painlessly programmed. Needless to say, you will never get bored with the same old track.

Movement though the various LOTUS screens is lightening fast (if installed to the hard drive), there is nary a lock-up, and the game manual leaves nothing in the way of guesswork. Car set-up options, replays, game saving and printing capabilities are, unfortunately, not part of the package, yet what LOTUS does do, it does in admirable fashion. For what it's worth, I found this a difficult program to review, as each time I went back to check on a specific detail, I ended up playing the thing for an hour.

ROAD RATING:

For more information, contact Suncom Technologies (U.S. distributor) at (708) 647-4040.



THUNDERSEAT

Feedback System Used in Real F-16 Simulators

Now Available to the Public

"VIRTUAL UTOPIA!"
Marc Dultz, STRATEGY PLUS

"It made me feel like I was IN THE COCKPIT."
Alfred Poor, COMPUTER SHOPPER

"I could actually FEEL the punch of the afterburner!"
Ed Dille, ELECTRONIC GAMES

"A QUANTUM LEAP in realism!"
P.C. GAMES

HOW IT WORKS

A 100 watt subwoofer built into the base generates low frequency sound that resonates through the wave chamber hidden inside the chair. Thus you not only hear but FEEL your simulation. Paired with your amplifier, the ThunderSeat makes your favorite flight sim as realistic as it can be without a motion simulator!

OPTIONAL SIDE CONSOLES

put your favorite joystick controls and mouse at a convenient position. Add a keyboard holder and you have the perfect setup for both flight simulation and office work.

Shake Rattle and Roll for as little as $159.95!

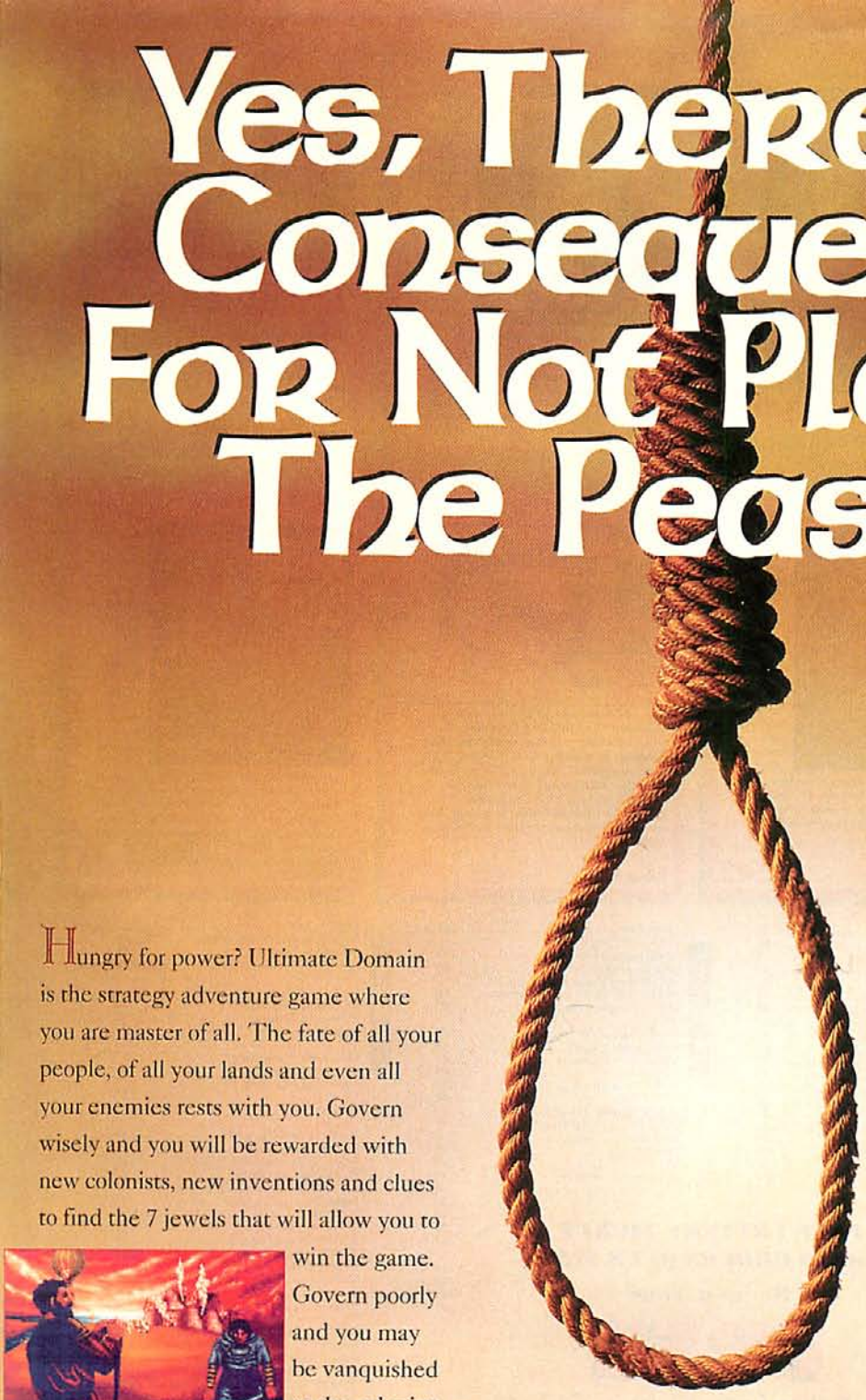
Whether its the whine of your Formula 1 Race Car, the clang of Sword against Sword, or the rumble of your Jet Engines at full after-burner, the ThunderSeat lets you take off to a new level of realism! Compatible with all sound cards and CD-ROM'S

For a FREE CATALOGUE CALL
1 • 800 • 8-THUNDER

ThunderSeat Technologies
6330 Arizona Circle • Los Angeles, CA 90045
310 • 410-0022 FAX: 310 • 410-1569

Circle Reader Service #185

Yes, There Are Consequences For Not Pleasing The Peasants



Hungry for power? Ultimate Domain is the strategy adventure game where you are master of all. The fate of all your people, of all your lands and even all your enemies rests with you. Govern wisely and you will be rewarded with new colonists, new inventions and clues to find the 7 jewels that will allow you to win the game. Govern poorly and you may be vanquished or the colonists may revolt.

The fate of every colonist is in your hands

Ultimate Domain combines sophisticated simulation, role playing adventure and war-mongering fun in one of the most addictive strategy games ever. Best of all, it's never the same game twice.

"The best of a number of existing strategy sims, and blends it with new twists that are all its own. *The result is a genuinely great game!*"
- PC Gamer

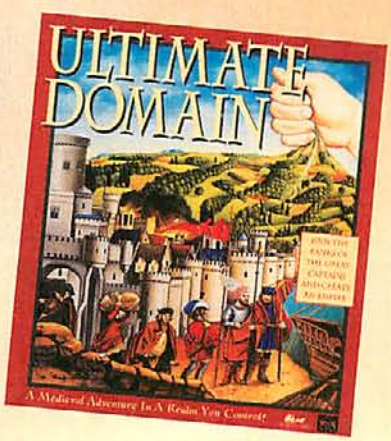
You start as a primitive society where even iron is yet to be discovered. You must use your genius, your ambition and your political savvy against the forces of nature and the follies of man.



You decide where to build and how to manage your lands scarce resources

Ultimate Domain has five exciting worlds with three levels of difficulty. Detailed characters and incredible graphics will astound you. The CD-ROM version is packed with dazzling animation and original sound tracks.

Still hungry for power? Satisfy your appetite with a big bite of Ultimate Domain. Prove that you are the greatest strategist of all time!



For the store nearest you or to buy, call
1-800-234-3088
For IBM® PC & IBM® CD-ROM and compatibles

THE SOFTWARE TOOLWORKS

Copyright © 1994 Microids. Copyright © 1994 The Software Toolworks, Inc. All rights reserved. IBM is a registered trademark of International Business Machines Corp.

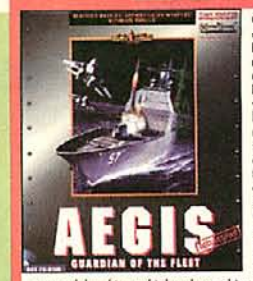
COMPUTER Express

Since 1985

800-228-7449 EXT. 334

TOLL FREE ORDER LINE

AEGIS CD



Guardian of the Fleet naval simulation. Pushes you to the limit of real-time strategic and tactical combat simulation. Puts the latest in military technology and the ultimate high-tech warship at your fingertips. Features historically accurate battle sequences. Based on newly declassified military information and historical accounts of actual battles. Challenges you to use the arts of deception, intelligence and warfare in this high-tech, high-thrill military simulation.

Time Warner: DOS-CD **$53**

SUPRAFAXMODEM 14.4LC EXTERNAL



External 14,400bps data and 14,400bps send/receive fax/modem. V.42bis data compression for up to 57,600bps throughput. SilentAnswer supports receive fax and voice calls on one phone line. Caller ID, when supported by the phone company, displays information about incoming calls. LED display lights track modem activity. Package includes WinFax Lite, FaxTalk, COMit and CompuServe Information Manager software. 5-year warranty!

Supra Corp.: WIN/DOS, MAC **$136**

THE 11TH HOUR



The Eleventh Hour is the eagerly awaited sequel the best selling CD-ROM ever. In the seventy desolate years since the horrifying murders chronicled in The Seventh Guest, the rotting mansion of evil toy maker Henry Stauf, has been ominously silent. Only when reporter Robin Morales vanished while investigating the house do events resurrect the malignant past. As Morales' colleague and lover, you explore the ravaged estate to look for her.

Virgin: IBM-CD,MAC-CD **$51**

HARPOON II



Take control of your navy in this exciting sequel to the award-winning game Harpoon. Modern naval warfare simulation that puts the user in command of a variety of modern combat ships, submarines, and aircraft. Realistic military-style vector maps provide a high tech look that is sure to please even the most die-hard armchair admiral.

Three-Sixty: DOS, MAC **$42**

AUDIO MAGICIAN 16CD



True 16-bit card with 16-bit stereo sound. Integrated 16-bit A/D D/A Converters. Built-in Joystick Port with 2 Joystick capabilities. Four operator, 20 voice FM music (Yamaha Synthesizer OPL3). Internal CD ROM Audio Interface. Microphone jack and amplifier. Sound Blaster and AdLib Compatible. Compatible CD-ROM Drives: Panasonic , Sony, Mitsumi and Wearnes. Includes Wolfenstein 3D.

Colypso: IBM **$98**

SUBWAR 2050



As a mercenary sub pilot, fight fierce battles for corporate territory deep beneath the waves. Explore thousands of square miles of accurately mapped 3-D underwater seascapes in four different multi-mission campaigns: the Antarctic Ocean, the North Atlantic, the South China Sea and the Sea of Japan. Simulated Combat mode lets you master maneuvers like Knuckles and Deep Dives before entering a mission. Pilot four types of submarines.

Microprose: DOS **$35**

IBM CD-ROM

10-Yr Anthology 30
11th Hour 51
1994 Guiness Disc of Records 31
20th Century Video Almanac 109
3 Balloons 30
3D Dinosaur Adventure 43
7th Guest 50
AD&D: Dark Sun Shattered Lands 49
AD&D: Dungeon Hack 43
AD&D: Eye Beholder Trilogy 52
AD&D: Genie's Curse 44
Aces over Europe 41
Aegis: Guardian of the Fleet 49
AirWorks 25
Alone in the Dark 47
Art Gallery Windows 54
Arthur's Teacher Trouble 35
Artic Baron 30
AutoMap 3.0 51
Battle Chess 45
Battledrome 30
Beethoven The Ninth Symphony 1.1 52
Beneath a Steel Sky 38
Berlitz Think & Talk French 97
Berlitz for Business: Japanese 110
Better Homes Healthy Cooking 52
Bibles & Religion Shareware 12
BioForge Interactive Movie 48
Blood Net 41
Bookshelf Windows '94 65
Budget Guide USA 1993 19
Buzz Aldrin's Space 55
CNN Time Capsule 1993 27
Castles II 48
Challenge CD Pack 30
Championship Pinball 35
Cinemania Movie Guide '94 52
Comanche w/Mission Disks 1&2 60
Command Starship 41
Companions of Xanth 35
Compton's Inter. Encyclopedia '94 93
Conspiracy 42
Coral Reef 41
Cowboy Casino 34
Crime Patrol ..... CALL
Critical Path 45
Curse of Enchantia 26
CyberRace 40
Cyberplasm Formula 33
D&D: Fantasy Empires 37
D&D: Stronghold 37
D-Day: Operation Overlord 30
Daemonsgate 30
Dare to Fly 41
Dark Legion 36
Day of the Tentacle 39
Deathstar Arcade Battles 12
Dinosaurs! Encyclopedia 46
DirectPhone 89
Discovery CD Pack 68
Dracula Unleashed 48
Dragon's Lair 41
DragonSphere 50
Encarta Encyclopedia '94 92
Evolution 35
F-15 Strike Eagle III 48
Falcon Gold 50
Five on 5 41
Flight ATP w/East & West 62
Flight Simulator Toolkit 58

IBM CD-ROM

Flying Circus ..... CALL
FreeLancer 2120 41
FreePhone 25
Fun CD Pack 46
Gabriel Knight 46
Gateway II 34
Gettysburg 40
Global Explorer 87
Great Naval Battles II 41
Great Naval Battles Pack 52
HAM Radio Shareware 12
Hand of Fate 44
Harvester 46
Hell Cab 50
Horde 33
Human Calulator 26
Humans 26
Incredible Machine 30
Indiana Fate of Atlantis 39
Inherit the Earth 35
Iron Helix 58
J.F.K Assassination 34
Journeyman Project 45
Jump Raven 43
Jutland 50
King's Quest Anthology 52
King's Quest VI 44
King's Quest VI Upgrade 26
Labyrinth of Time 48
Lands of Lore 42
Lawnmower Man 39
Leisure Suit Larry VI 41
Links: Pinehurst Country SVGA 21
Lord of the Rings 45

IBM CD-ROM

Lost in Time 21
Lunicus 43
Lyric Language French 35
Lyric Language Spanish 35
MPC Wizard Diagnostic 12
MPEG - 20th Century Video Almanac 58
MPEG - Dragon's Lair 40
MPEG - Horde 49
MPEG - Lord of the Rings 45
MPEG - Man Enough 46
MPEG - Police Quest IV 45
MPEG - Return to Zork 46
MPEG - SoundTrack 52
MPEG - Space Ace 46
MPEG - Sporting News 26
MPEG - Video Cube Space 21
Mad Dog McCree 30
Man Enough 45
Maniac Sports 30
Mayo Clinic Family Health 1.2 40
Mayo Clinic Family Pharmacist 58
Mayo Clinic Total Heart 35
MechWarrior II 46
Mega Race 37
Metaltech: Earth Siege ..... CALL
Microcosm 46
Microsoft Baseball WIN 54
Microsoft Golf 42

IBM CD-ROM

Mig-29 Gold 50
Might & Magic World of Xeen 41
Millennium Auction 41
Monopoly Deluxe 44
Morphmen 29
Multimedia Dinosaurs 52
Multimedia Mozart 52
Multimedia Stravinsky 52
Musical Instruments 52
Myst 50
Newsweek Interactive #1 30
Newsweek Interactive #2 30
Newsweek Interactive #3 21
Nomad 35
Oceans Below 29
Outpost 40
Pacific Strike & Speech Pack 49
Penthouse Interactive 78
Photo CD Access Plus WINDOWS 35
PhotoEdge Color WIN 97
Police Quest IV 41
Porky Pig 21
Publisher 2.0 92
Quantam Gate 45
ROMIX Comics Freex #1 18
ROMIX Comics Hardcase #1 18
ROMIX Comics Prime #1 18
Raiden 30
Rampage 41
Ravenloft 58
Rebel Assault 45
Red Baron/A-10 Tank 35
Redshift 48
Return of the Phantom 38
Return to Zork 45
SSN-21: Sea Wolf ..... CALL
SVGA Harrier 48
Sam & Max Hit the Road 39
Saurus ..... CALL
Science Adventure II 51
Scrabble Deluxe 30
Secret of Monkey Island 47
SelectPhone 169
Shadow Caster 58
Shadow of the Comet ..... CALL
SimAnt Enhanced 47
SimCity Enhanced 47
SimEarth 52
Sitting on the Farm 43
Soft Kill - WIN 26
Space Hulk 21
Space Quest Anthology 46
Space Quest IV 41
Space Shuttle MPC 30
Spear of Destiny Super CD-Pak 46
Spectre VR 42
Spellcasting Party Pak 30
Sporting News Pro Football 27
Star Trek 25th Enhanced 57
Star Trek: Collectibles Guide 32
Star Trek: DSN - The Hunt 41
Star Trek: ING Tech Manual 35
Star Trek: The Next Generation 58
Street Atlas 2.0 USA 90
Strike Commander/Tactical 54
Superhero: League of Hoboken 35
Syndicate Plus 36
Terminator: Rampage 39
Terror of the Deep 35
Tetris Gold Compilation 35

FREE LOTTERY TICKET WITH ORDERS OVER $75

Request Your

FREE

Two Dollar Instant Lottery Ticket

For Domestic Customers Only
While Supplies Last

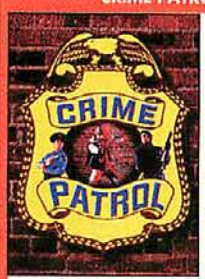
X-COM: UFO DEFENSE



You are the controller of X-COM, a covert organization formed by the world governments to investigate and defeat the flying saucers which have begun terrorizing Earth. Commanding groups of scientists, engineers, and soldiers, you must develop a strategy that will ensure human survival. At the same time, you can give direct orders to men in units under your command, as they explore alien bases and do battle with the invaders.

Microprose: DOS, CD-ROM **$41**

CRIME PATROL



This multi-level live-action thriller challenges players to progress though police ranks, battling a variety of criminal elements. As a rookie the player takes on gang members, armed robbers and other street criminals.

Promotion to detective will mean working undercover against drug dealers and car thief rings. Be prepared to confront bank robbers and terrorists once you're selected for SWAT team assignment. Only the finest will be able to tangle with the criminal element threatening national security.

American Laser Games: IBM CD **$ CALL**

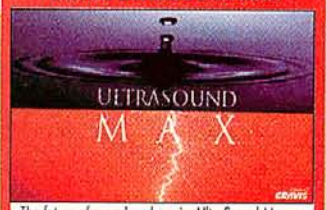
STAR REACH



You are the commander-in-chief on a quest to conquer and colonize a galaxy of alien worlds. But first you must overcome hostile climate conditions, ward off cunning enimies, wright critical information, calculate the risks, and make tactical decisions. . . All at the speed of light. Because in this real time universe, there's a fine line between galactic success and dismal failure.

InterPlay: DOS **$35**

GRAVIS ULTRASOUND MAX



The future of sound and music. UltraSound Max incorporates 32 voices of true Wavetable Synthesis, a process used by today's top studio synthesizers. With Ultrasound MAX, you're not hearing an artificial emulation of a piano or jet engine, you're hearing the real thing. Sounds are created using digital recordings, or samples, of actual musical instruments or sources (i.e., grand piano, bird chirping, violins, etc.).
FEATURES: 16-Bit, 48 kHz stereo playback and recording. Expandable 192 General MIDI Instrument Set.

Advanced Gravis: IBM **$199**

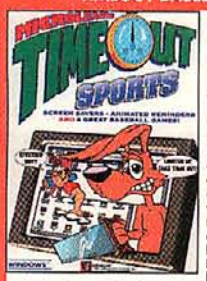
M-4 SHERMAN TANK



Command your own M4 Sherman tank. Try to stay alive day by day, avoiding German Tigers and panthers. Your engine roars to life as your tank pivots out of its hiding place in the tree line. The familiar squeak of the track links echo in your ears as you move slowly down the road – one more day closer to Germany.

Deadly Games: WINDOWS, MAC **$35**

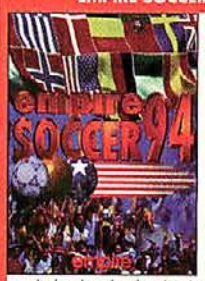
TIMEOUT BASEBALL



Four fun, fast baseball games hosted by two zany characters. Bernie and his dog, Jock, are here to brighten your life with their irrepressible antics. They're on 24-hour duty to prevent your screen from burn-in and your mind from burn-out. Random, hourly, or preset attention grabbers featuring Bernie and Jock pop-up on screen to remind you to take a break—with any of the four fast and fun filled baseball game included: Batting Practice, Fungo Fielding, Sign Calling 101, or Umpire arguing.

Microleague: WIN **$24**

EMPIRE SOCCER '94



All the excitement and fast paced action of the World Cup competition. Take total control of all the teams vying fot the worlds most coveted sports honor. Each of the 24 national teams has been meticulously studied and rendered so that they mirror the strengths and playing styles of the actual squads. On the field, perform all the moves of these elite athletes, the best soccer players in the world.

Empire Software: DOS **$29**

ACES OF THE DEEP



The most desperate battle of WWII is about to begin. Between September 1939 and may 1945, as mankind continued to push the boundaries of war beneath the surface of the great oceans, Germany launched over 1,000 U-boats into combat against the Allies. These submersible war machines prowled the stormy seas, striking without warning as deadly phantoms of the deep. You take command in the most realistic and technically advanced WWII German U-boat simulation ever created.

Sierra: IBM, CD-ROM **$45**

IBM CD-ROM

The Patrician 35
Theme Park 37
Three Stooges 21
Tony LaRussa Baseball II 48
Total Distortion 68
UFO Close Guide 32
USA Today: The 90's Vol. 1 45
Ultima I - VI 55
Ultima Underworld I & II 55
Ultima VII: Complete Series 42
Ultima VIII: Pagan w/ Speech 58
Under a Killing Moon 56
Vegas Games Deluxe 26
Video Cube Space 40
Video Cube Sports 25
Viper: Assault on the Outfit 41
Where in World Deluxe 55
Who Shot Johnny Rock? 34
Wild Blue Yonder 52
Wolf Pack 32
Works 3.0 110
World Atlas 4.0 45
World Circuit Grand Prix 35
Wrath of the Gods 43

MACINTOSH

Air Warrior 35
Alone in the Dark 34
American Civil War III 30
Astrochase 35
Axis the Gamecheater 31
Caesar 35
Caesars Palace 21
Carriers At War 41
Castles II 35
Citadel of the Dead 18
Civilization 45
CyberRace 41
Dark Seed 39
Detroit 41
Empire Deluxe 35
Evolution 30
F-117A Stealth Fighter 40
Flight Commander 41
Flight Simulator 4.0 44
Flying Nightmares 41
FreeLancer 2120 35
G-Netix 46
Gabriel Knight 40
Harpoon II 41
Indiana Jones Fate of Atlantis 35
Jeopardy Sports Edition 26
Jeopardy with Alex Trebeck 25
King's Quest VI 45
Legend of Kyrandia 35
Leisure Suit Larry VI 41
M4 Sherman Tank 35
Mac Attack 21
Mac Full O'Humans 26
More Incredible Machines 30
Oxyd Magnum 37
PGA Tour Golf II 30
Pathway into Darkness 37
Police Quest IV 39
Powermonger 35
Quest for Glory IV 38
Raiden 30
Royal Flush 37
SimAnt 30
SimCity 2000 40
SimCity 2000: Great Disasters 15

MACINTOSH

SimCity Classic 26
SimCity Graphics: Ancient City 15
SimCity Graphics: Set II 15
SimLife 30
Solitaire Antics 18
Spectre VR 35
Star Trek 25th Anniversary 34
Star Trek: DSN - The Hunt 41
Storymation 2 35
Strip Poker Pro #1 Data Disk 19
Strip Poker Pro #6 Data Disk 19
Strip Poker Professional 30
Sword of Sodan 30
Terror of the Deep 35
Theme Park 37
Thrustmaster Flight Cont. MK1 101
Thrustmaster Rudder Pedals 101
Thrustmaster Weapon Mark1 61
Train Engineer 30
U-Boat 35
Valkyrie 30
Vegas Games Entertainment Pack 21
Virtus VR 60
Wheel of Fortune w/Vanna White 30
World at War: Op. Crusader 41
Zig Zag 30

MACINTOSH CD-ROM

11th Hour 51
3 Balloons 30
7th Guest 50
Chessmaster 3000 35
Cyberplasm Formula 33
Dare to Fly 41
Dark Seed 39
Dracula Unleashed 56
Evolution 35
Flying Nightmares 38
FreeLancer 2120 41
Gabriel Knight 40
Gus Goes to Cybertown 35
Hell Cab 58
Indiana Jones Fate of Atlantis 39
Iron Helix 58
JourneyMan Project 44
Jump Raven 43
Labyrinth of Time 48
Lawnmower Man 39
Lunicus 43
Madness of Roland 35
Maniac Sports 30
Myst 46
Penthouse Interactive I 78
Planetary Taxi 29
Police Quest IV 39
Rebel Assault 45
Redshift 48
Return to Zork 46
Sitting on the Farm 45
Soft Kill 26
Spectre VR 42
Star Trek: DSN - The Hunt 41
Star Trek: TNG Tech Manual 35
Street Atlas USA 87
Syndicate 36
Theme Park 37
Viper: Assault on the Outfit 41
Virtual Tarot 30
Wild Blue Yonder 52
Wrath of the Gods 43
Xplora 1: Peter Gabriel World 27

800-228-7449 EXT. 334 VOICE:508-443-6125 FAX:508-443-5645

31 Union Ave., Sudbury, MA 01776

日本の皆様よりのオーダー大歓迎！日本語で FAX:0011-508-443-5645、
又は,CompuServeID:70007,1534で見積りをお問い合わせ下さい。
迅速に,如何なる御要望にも誠意をもってお応え致します。

FREE UPS GROUND SHIPPING

10,000 IN STOCK ITEMS

SEGA/SNES/3DO

Aladdin SEGA 47
Animals - 3DO 47
Art of Fighting SNES 58
Blades of Vengeance SEGA ..... CALL
Cliffhanger SEGA 53
Dragon's Lair 3DO 49
Dungeon Master SNES 64
Escape from Monster Manor 3DO 50
Eternal Champions SEGA 60
Hardball III SNES 56
Horde 3DO 52
John Madden NFL '94 3DO 51
Jungle Strike SEGA 43
Jurassic Park SEGA 43
Kombat Cars SEGA 36
Leathal Enforcers SEGA ..... CALL
Leothal Enforcers SEGA CD ..... CALL
Lemmings 3DO 51
MLBPA Baseball SNES 51
Mad Dog McCree 3DO 51
Micro Machines SEGA 46
Mortal Kombat SEGA 59
Mortal Kombat SEGA CD 44
Mortal Kombat SNES 61
NBA Jam SEGA 55
NBA Jam SNES 55
NBA Showdown 94 SEGA 50
NHL '94 SEGA 46
Normy's Beach SEGA ..... CALL
Oceans Below 3DO 43
Out of this World 3DO 51
Pele II SEGA 49
Pelet Soccer SNES 53
Shadowrun SEGA 50
Sonic the Hedgehog 3 SEGA 58
Space Shuttle 3DO 43
Star Control II 3DO 52
Star Trek: TNG - Echoes SEGA 50
Star Trek: TNG Future's Past 3DO 61
Star Trek: TNG Future's Past SNES 61
Street Fighter II SEGA 63
Street Fighter II SNES 62
Super NBA Basketball SEGA 58
Super Off Road Baja SNES 53
Super Wing Commander 3DO 50
Tomcat Alley SEGA CD 51
Virtua Racing SEGA 58
Virtual Pinball SEGA ..... CALL
X-Men SEGA 44

IBM PRODUCTIVITY

After Dark 2.0 WIN 30
AutoMap 3.0 WIN 57
AutoMap Upgrade 3.0 WIN 26
Bubsy TM: Screen Saver - WIN 15
Charles Barkley: Screen Saver - WIN 15
Corel Draw MPC 5.0 465
Disney Collection Screen Saver 29
Get Wired WINDOWS 21
Gifs Galore Shareware CD 18
Holy Bible King James Version 29
Home Survival Toolkit 32
IBM PC DOS 6.3 84
IBM PC DOS Upgrade 6.3 53
Key CAD Complete 25
Libris Brittannia Shareware CD 30
Lotus 123 Release 4 Upgrade WIN 100
Norton Desktop 3.0 WIN 116
Office Standard WIN 4.2 468
Personal Golf Analyzer 10
Photo CD Auto Racing 30
Photo CD Fireworks 30
Photo CD Sailboats 30
Photo CD WWII Aircraft 30
Plan it Paradise WIN 30
Print Shop Deluxe CD Ensemble 72
Print Shop Deluxe WIN 46
Procomm Plus WIN 98
Publisher 2.0 WIN 87
QEMM 386 7.x 63
Remind Me 30
Scenes Impressionists Collect. 23
Scenes Outer Space Collection 23
Scenes Sierra Club Collection 23
Star Wars Scren Saver 27
WinFax Pro WIN 4.0 82
Windows 3.11 Upgrade 51
Word 6.0 WIN 308

IBM RECREATION

AD&D:Dark Sun Shattered Lands 48
AD&D:Dungeon Hack 39
AD&D:Eye of Beholder Trilogy 49
AD&D:Genie's Curse 41
APBA Baseball WIN 30
Aces Over Korea ..... CALL
Aces of the Deep 41
Aces over Europe 41
Aces over Europe:Mission #1 ..... CALL
Aces over Europe:Mission #2 ..... CALL
Across the Rhine 39

COMPUTER Express

Since 1985

800-228-7449 EXT. 334

TOLL FREE ORDER LINE

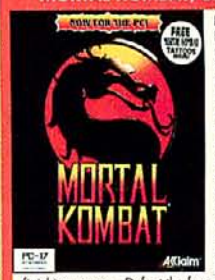
REELMAGIC LITE



Thanks to the MPEG standard, ypu'll enjoy full-motion, full screen, playback pn your PC. No more jerky video. It brings a dazzling array of entertainment and interactive learning software to your desktop. Use ReelMagic Lite for a variety of applications, including entertainment, Video CD, interactive learning, Karaoke CD, business presentations, and more. Thiry frames per second video playbackgives yoy TRUE full motion. Full-screen video for a real movie-like experience.

Sigma Designs: IBM **$299**

MORTAL KOMBAT/GAMEPAD



From Sub-Zero Raiden and the rest of the Kombat Warriors to the grueling endurance and intense mirror matches, the arcade hit now explodes onto the PC! Execute bone shattering combos and ferocious finishing moves. Defeat the four armed half human dragon, Goro, and the shape changing wizard, Shang Tsung, to become supreme Mortal Kombat Warrior. Now play even better with the Gravis PC GamePad, the ideal solution for arcade games.

Hi-Tech Expressions: IBM **$46**

THRUSTMASTER WEAPONS MARK II



User programmable throttle and weapons functions. Program your joystick for any current or future game. Your gaming peripherals (joystick and WCS) will be instantly compatible with current or future games. Features: LED lighting system indicates when certain functions are activated; Screw-down connector; Handle moves fore and aft for throttle control; Sturdy seven-foot cables; Allows joystick programmability through joystick interface; Digital/Analog mode toggle switch; User-programmable functions; One-year warranty.

Thrustmaster: IBM **$92**

MORPHMAN CD



You are super hero Morphman and it's your job to rescue the kidnapped Professor, destroy scientific experiments, and blow up a research fortress. The world is depending on you and your Morph technology to accomplish this task before the experiments reach civilization. Your only weapons are your wit and the molecular sampler on your sleeve that allows you to alter your own molecular structure and that of objects around you.

Dynamic Dimensions: DOS-CD **$28**

KNIGHTS OF XENTAR



For centuries, war has raged among the damons and faries, devastating this mystical land. Twin brothers, born to mortals, are seperated at birth, chosen for the ultimate battle that will decide the fate of heavan and earth. They later meet, never knowing their true relationship - or their dark destiny. Fated to duel your twin to the death, you must fight to stay alive and rescue lovely, innocent maidens from the clutches of menacing foes.

MegaTech: IBM, CD-ROM **$40**

DRAGON'S LAIR CD



Dragon's Lair delivers full motion video that's virtually indistinguishable from the original laser disc. Become Dirk the Daring, a valiant knight on a quest to rescue the fair princess Daphne from the clutches of Singe the Evil Dragon. You control the actions of a daring adventurer fighting his way through the castle of a dark wizard who has enchanted it with treacherous monsters and obstacles. Lead on bave adventurer ... your quest awaits.

Readysoft: CD-ROM **$41**

IBM RECREATION

Advanced Civilization 35
Adventure Pack 25
Air Combat Classics 40
Air Warrior 35
Alien Legacy ..... CALL
Alone in the Dark II 34
Arborea 2 30
Archon Ultra 35
Arctic Baron 30
Art of the Kill 25
Axis the Gamecheater 36
Barkley Basketball ..... CALL
Battle Chess 4000 WIN 34
Battle Cruiser 3000AD ..... CALL
Battle of Britain 2 - WIN 35
Battledrome 30
Bicycle Bridge WIN 29
Bicycle Poker WIN 29
Big One WIN 30
Bioforge Interactive Movie 48
BlackJack for Windows 3.0 32
Blake Stone 10
Blitzkrieg ..... CALL
Blood Net 39
Blue & the Gray 39
Body Blows 26
Breach 3 35
Bridge Olympiad 30
Brutal Sports Football 35
Caesars Palace WIN 18
Campaign II 34
Cannon Fodder ..... CALL
Carrier Strike 41
Carriers at War II 39
Castles II:Siege & Conquest 35
Celtic Tales: Balor Evil Eye ..... CALL
Civilization 46
Clash of Steel: WWII 1939-45 41
Classic 5 WIN 30
Coaster 18
Comanche & Mission Disk #1 49
Comanche: Mission Disk 1 25
Comanche: Mission Disk II 31
Command Starship 37
Command and Conquer ..... CALL
Companions of Xanth 34
Corridor 7 30
CyberRace 40
CyberSpace 35
D&D:Fantasy Empires 37
D&D:Stronghold 37
D-Day: Operation Overlord 30
D-Day: The Beginning of End 41
Daemonsgate 30
Dark Legion 42
Dawn of Aerial Combat 41
Day of the Tentacle: Maniac II 34
Delta V 41
Detroit 41
Dimension ..... CALL
Disciples of Steel 35
Doom Episode I 7
DreamWeb 35
Dune II 30
Dungeon Master 35
Earth Invasion Arcade WIN 26
Elder Scrolls: Vol I Arena 39
Empire Deluxe 35
Empire Deluxe Scenario 23
Empire Deluxe WIN 35

IBM RECREATION

Eternam 35
Evasive Action 32
Even More Incredible Machines 30
Evolution 30
F-14 Fleet Defender 50
F-15 Strike Eagle III 39
Falcon 3.0 48
Falcon 4.0 ..... CALL
Falcon: FA-18 Hornet 32
Falcon:Mig 29/Deadly Adversary 31
Fields of Glory 38
FlashBack 30
Flat Top ..... CALL
Flight Light 21
Flight Screen Saver ..... CALL
Flight Sim: New York Scenery 28
Flight Sim: Paris Scenery 29
Flight Simulator 5.0 44
Flight Simulator Guide 16
Flight Simulator Toolkit 51
Flying Circus ..... CALL
Formula One Grand Prix 2 ..... CALL
Four Play 21
Freelancer 2120 35
Front Page Sports: Baseball ..... CALL
Front Page Sports:Football Pro 46
Frontier - Elite II 37
Game Maker 2.0 48
Genghis Khan II 35
Gettysburg WIN 29
Global Dominations 34
Global Response ..... CALL
Gobliiins 18
Gobliiins II 21
Gobliiins III 21
Golf WIN 44

IBM RECREATION

Grand Slam Bridge II WIN 31
Grandest Fleet 35
Great Naval Battles II 42
Great Naval Battles Pack 49
Great War 39
H.A.W.C. 26
Hannibal 30
HardBall IV 35
Harpoon II 42
Head Coach Football WIN 26
Heavy Hockey ..... CALL
Heirs to the Throne 33
Heros of Might & Magic 41
[illegible] 42
[illegible] 49
[illegible] 15
[illegible] 26
[illegible] 21
[illegible] 21
[illegible] 30
[illegible] 35
[illegible] 37
[illegible] ..... CALL
[illegible] ..... CALL
[illegible] 35
[illegible] 32
[illegible] 27
[illegible] 18
[illegible] 18
[illegible] ..... CALL
[illegible] 35
[illegible] 35
[illegible] 26
[illegible] 26
[illegible] 26
[illegible] 36
[illegible] 36
[illegible] 26
[illegible] 45
[illegible] 30
[illegible] 35
[illegible] 35
[illegible] 15
Hannibal 41
HardBall IV 35
FlashBack 30
Flat Top ..... CALL
Flight Light 21
Flight Screen Saver ..... CALL
Flight Sim: New York Scenery 28
Flight Sim: Paris Scenery 29
Flight Simulator 5.0 44
Flight Simulator Guide 16
Flight Simulator Toolkit 51
Flying Circus ..... CALL
Formula One Grand Prix 2 ..... CALL
Four Play 21
Freelancer 2120 35
Front Page Sports: Baseball ..... CALL
Front Page Sports:Football Pro 46
Frontier - Elite II 37
Game Maker 2.0 48
Genghis Khan II 35
Gettysburg WIN 29
Global Dominations 34
Global Response ..... CALL
Gobliiins 18
Gobliiins II 21
Gobliiins III 21
Golf WIN 44

IBM RECREATION

Kye Deluxe 31
Heros of Might & Magic 41
High Command 42
Horde 49
Human's: Insult to Injury 15
Human's: Like You've Never Seen 26
INCA 21
INCA 2 21
Incredible Toons 30
Indiana Jones Fate of Atlantis 35
IndyCar Racing 37
IndyCar Circuits: Expans. Pack ..... CALL
IndyCar: Indianapolis Speedway ..... CALL
Inherit the Earth:Orb Quest 35
Jack Nicklaus Signature Golf 27
Jack Nicklaus Signature Tour 1 18
Jack Nicklaus Signature Tour 2 18
Jagged Alliance ..... CALL
Jeopardy Deluxe WIN 35
Jeopardy Sports Ed. WIN 26
Jeopardy Sports Edition 26
Jurassic Park 36
Kasparov's Gambit 36
King's Quest V - VGA 26
King's Quest VI 45
King's Ransom 30

IBM RECREATION

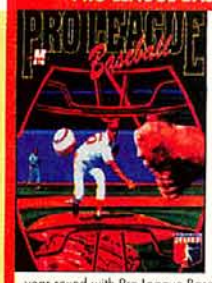
Kingdoms of Germany 35
Kingmaker 35
Klotski 15
Kronolog 41
Kye Deluxe 31
Leisure Suit Larry VI 41
Lemmings 21
Lemmings II 31
Links 386 Pro 39
Links:Banff Springs SVGA 21
Links:Belfrey Course SVGA 21
Links:Firestone Course SVGA 21
Links:Innsbrook Course SVGA 21
Links:Mauna Kea Course SVGA 21
Links:Pinehurst Country SVGA 21
Lord Of The Rings/Two Towers 35
Lord of the Realm ..... CALL
Lords of Midnight ..... CALL
Lost Treasures of Infocom I 29
Lucas Arts Classic Collection 34
Lucky's Casino Adventure 37
M4 Sherman Tank 35
Magician's Castle ..... CALL
Master of Orion 41
MechWarrior II 46
MechWarrior II Add-On 21
Merchant Prince 37
Metal & Lace - PG13 29
Metaltech: Earth Siege ..... CALL
Metamorph 21
Microleague Timeout Sports - WIN 21
Microsoft Arcade WIN 27
Microsoft Space Simulator 44
Mig 29 Stand Alone Version 46
Might & Magic Clouds of Xeen 41
Might & Magic DarkSide of Xeen 40
Monopoly Deluxe 35
More Vegas Games WIN 21
Mortal Kombat 36
Mortal Kombat/GamePad Bundle 46
NFL '94 30
NFL '94 WIN 30
NFL Coaches Football 35
NFL Pro League Football 35
Nano Tank 26
Nomad 35
Open Dialogue WIN 52
Operation Combat 2 21
Outpost 41
Oxyd Magnum 37
Pacific Air War: 1942 49
Pacific Strike 49
Pacific Strike Speech Disk 19
Pacific War 45
Perfect General Trilogy 34
Phantasmagoria ..... CALL
Pirates! Gold 39
Police Quest IV 39
Pool Shark 21
Prince of Persia II 41
Privateer 49
Privateer Operations 2 ..... CALL
Privateer Righteous Fire AddOn 21
Privateer Speech Pack 19
Pro Tennis Cup 41
Quarter Pole 30
Quest for Glory IV 38
Raiden 30
Rally: The Final Round 41
Ravenloft 47

LOOK!

Request Your Free America Online Membership (includes 10 Hours Online) With Any Purchase

AMERICA Online

PRO LEAGUE BASEBALL



America's National pastime. With the warmth of springtime, sports fans witness a new birth every year. It comes with a feeling of excitement and that excitement means baseball. Enjoy baseball excitement year round with Pro League Baseball. Supports true modem play with chat mode. Includes both simulation and arcade play modes. Complete statistical printout capabilities. League leaders maintained for all major categories. Create your own teams or edit existing ones.

Micro Sports: DOS **$35**

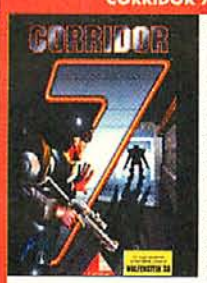
COMMAND ADVENTURE STARSHIP



Buy a sleek starship to explore regions unknown and extract untold riches from distant galaxies. Avoid pirates and blood-thirsty alien beings who wander the universe, randomly attacking ships like yours. Never the same game twice. Completely regenerate the universe at will. Custom-configure more that 50 ships to your requirements, with more than 80 weapons, shields, and engine systems.

Merit Software: DOS; IBM CD **$39**

CORRIDOR 7



The latest in 3D arcade games has arrived! Featuring an enhanced Wolfenstein 3-D engine, this game features full screen action as you challenge four levels of a maze-like series of hallways and test chambers covering 30 floors. Included morphing aliens, advanced military weapons, proximity mapping, infra-red & night vision, and stereo sound. You are a special forces agent, sent to eliminate all invaders, floor by floor – by whatever means possible. Wage a ferocious battle through the overrun military base and reach your destination.

IntraCorp: DOS **$30**

HARDBALL III DIAMOND COLLECTION



Features digitized players and 256 color VGA graphics. Compile stats as you play. Actual outfield dimensions test your power. Five cameras over the field. Watch instant replays and save the best for your Highlight Reel. The league's best double play combo. Cut-off men take throws. Outfielders back each other up. Team and player editors let you alter everything from team logos to a player's ability. Diamond collection includes Hardball III, Big League Ballpark and MLBPA Player's Disk.

Accolade: DOS **$39**

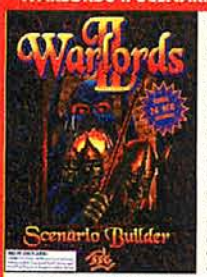
EMPIRE DELUXE: MASTERS EDITION



The Masters Edition is an incredible value. Includes all the features found in the award winning Empire Deluxe Windows, Empire Deluxe DOS, and Empire Deluxe: Scenarios. One to six players can challenge their opponents via modem, network, e mail, or serial port, experiencing hours of challenging historical, custom made and futuristic scenarios of military engagment. Control up to 10 unique unit types from infantry to battleships, each with their own statistics and specifications.

New World Computing: IBM CD **$24**

WARLORDS II SCENARIO BUILDER



Following your legendary conquests in Warlords II comes a mew power. Power to create worlds. Power to populate them with fierce reces and mythical heroes. Power to build awesome weapons of war and to use them in epic battles. This easy to use Scenario Builder lets you invent your own Warlords II scenarios. Design new maps, armies, and cities. Become the scuptor of worlds. Explore 24 new scenarios with exciting army, city, and terrain sets.

SSG: DOS **$30**

LINKS 386 PRO



Championship golf at your fingertips. Featuring Harbour Town Golf Links with Super VGA 256 color graphics for breathtaking views. Over 345 different combinations of viewing windows. Features a club selection, saved shots, and a profile view. Male or Female golfers with 10 different shirt colors to choose from. Statistics recorded for each player and game with optional print-out. Supports SoundBlaster and compatible sound cards. You've got nothing to lose, and so much golfing to gain!

Access: DOS, MAC **$39**

COWBOY CASINO



Five wise-cracking card sharks teach you high stakes poker in a real Old West saloon. Get hit with a stream of smart-alek remarks every time you make a mistake. And while your laughing, you'll learn: Five Card Draw, Five Card Stud, Seven Card Stud, Texas Hold-Em, and more. Learn the odds of filling a range of winning hands, when to open, raise or fold, and when and how to bluff. Easy to use controls let you cover all aspects of each game one step at a time, as often as you want.

IntelliPlay: CD-ROM **$34**

IBM RECREATION

- Realms of Arkania 34
- Red Crystal 34
- Red Ghost ..... CALL
- Return of the Phantom 35
- Return to Zork 45
- Romance Three Kingdoms III 41
- Royal Flush 37
- Rules of Engagement II 40
- Russian Six Pack 26
- Russian Six Pack WIN 21
- SSN-21: Sea Wolf 42
- SVGA Harrier 48
- Sam & Max Hit the Road 34
- Serf City ..... CALL
- Shadow Caster 30
- Shadow of the Comet 2 ..... CALL
- SimAnt WIN 30
- SimCity 2000 40
- SimCity 2000 WIN 40
- SimCity 2000: Great Disasters 15
- SimCity Classic WIN 26
- SimCity Graphics: Ancient City 15
- SimCity Graphics: Set II 15
- SimFarm 30
- SimHealth 35
- SimLife WIN 30
- Smokin' Guns 26
- Soccer 30
- Solitaire Antics WIN 18
- Solitaire WIN 29
- Solitaire's Journey WIN 35
- Space Hulk 21
- Space Quest V 40
- Spaceward Ho! III ..... CALL
- Spear of Destiny 30
- Spear of Destiny Mission 2 26
- Spear of Destiny Mission 3 26
- Spectre VR 35
- Spiral Arm ..... CALL
- Squad Leader ..... CALL
- Star Reach 35
- Star Trek: 25th Anniversary 34
- Star Trek: DSN - The Hunt 41
- Star Trek: J.R. Movie & Sound 21
- Star Trek: Judgment Rites 34
- Star Trek: Starfleet Academy ..... CALL
- Star Trek: The Next Generation 46
- Star Wars Chess 32
- Stonekeep 46
- Street Fighter II 34
- Strike Commander 30
- Strike Commander Speech Pack 19
- Strike Commander Tactical #1 21
- Strike Squad 37
- Subwar 2050 35
- Superhero: League of Hoboken 35
- Syndicate 36
- Syndicate:American Revolution 21
- System Shock 56
- Terminator 2029 27
- Terror of the Deep 35
- The Dig 41
- The Patrician 35
- Theatre of Death ..... CALL
- Theme Park 37
- Third Reich 34
- Tie Fighter Space Combat 45
- Tony LaRussa Baseball II 37
- Tornado 50
- Train Engineer 30

IBM RECREATION

- Train Engineer WIN 30
- USCF Chess 35
- Ultima Underworld 21
- Ultima Underworld II:Labyrinth 49
- Ultima VII:The Black Gate 48
- Ultima VII: Pagan 47
- Ultima VII: Pagan Speech Pak 18
- Ultimate Domain 32
- Victory at Sea 41
- Video Poker for Windows 35
- Vikings: Fields of Conquest 21
- Virtus VR WIN 60
- Wargame Con. Set II: Tanks 41
- Warlords II 39
- Warlords II Construction Kit 30
- Wheel of Fortune Deluxe 35
- Wheel of Fortune Deluxe WIN 26
- When Two Worlds War 34
- Wing Armada 35
- Wing Commander Academy 25
- Wing Commander II w/Speech 25
- Wing Commander III ..... CALL
- Wings of Glory 1917-1918 46
- Witchworld ..... CALL
- Wizard ..... CALL
- Wizardry Trilogy II (IV/V/VI) 34
- Wolfpack 24
- World Circuit Grand Prix 34
- World War II: Battle S Pacific 34
- World at War: Op. Crusader 41
- X-Wing 39
- X-Wing:B-Wing Tour of Duty 21
- X-Wing:Imperial Pursuit 21
- Zephyr 41
- Zig Zag 30
- Zig Zag WINDOWS 30

SOUND CARDS

- Audio Magician 16CD 81
- Audio Magician Plus 51
- AudioMan 135
- Digital Sound Pro 16 112
- Digital Sound Pro 16 Plus 167
- Game Blaster CD 16 392
- Gravis UltraSound 122
- Gravis UltraSound Max 199
- Gravis UltraSound Midi Adapter 36
- Jazz Soundcard SCSI 139
- Port-Able Sound Plus 107
- Premium 3-D Multi-CD 145
- Premium 3-D SCSI2 145
- Pro 3-D SCSI2 w/ Wavetable 270
- Pro Audio 16 Basic 97
- Pro Audio Studio 16 127
- Pro Audio Studio 16XL 329
- Pro AudioSpectrum 16/US Atlas 126
- ReelMagic Lite 293
- ReelMagic Multimedia Playback 385
- Roland RAP-10 Audio Producer 462
- Sound Blaster 16 Basic 105
- Sound Blaster 16 MCD 163
- Sound Blaster 16 MCD ASP 191
- Sound Blaster 16 SCSI-2 181
- Sound Blaster 16 SCSI-2 ASP 219
- Sound Blaster 16 Value Edition 107
- Sound Blaster AWE32 284
- Sound Blaster DigitalEdge 3x 734
- Sound Blaster Pro Value Ed. 83
- Sound Blaster Value Edition 57
- SoundMan 16 106
- SoundMan Wave 188

800-228-7449 EXT. 334 VOICE:508-443-6125 FAX:508-443-5645

31 Union Ave., Sudbury, MA 01776

日本の皆様よりのオーダー大歓迎！日本語で FAX:0011-508-443-5645、
又は,CompuServeID:70007,1534で見積りをお問い合わせ下さい。
迅速に,如何なる御要望にも誠意をもってお応え致します。

FREE UPS GROUND SHIPPING

10,000 IN STOCK ITEMS

JOYSTICKS/GAMECARDS

- Flight Stand 17
- Flight Stick 36
- Flight Stick Pro 57
- Flightstick PRO Mac 72
- G-Force Flight Yoke 53
- Game Zapper 76
- GameCard III MCA Automatic 41
- Gameport 2000 Up to 80MHz 26
- Genovation Parallel Game Port 30
- Gravis Analog Pro Joystick 33
- Gravis Eliminator Card 23
- Gravis Gamepad Mac 30
- Gravis MouseStick II MAC 59
- Gravis PC Gamepad 21
- Thrustmaster ACM Game Card 26
- Thrustmaster F-16 FLCS ..... CALL
- Thrustmaster Flight Control 59
- Thrustmaster Formula 1 111
- Thrustmaster Pro Flight Control 101
- Thrustmaster Rudder Pedals 101
- Virtual Pilot Yoke 64
- Y-Cable for 2 Joysticks 9

- AR Partner 570 Speaker System 253
- Altec ACS100 Speakers 124
- Altec ACS200 Speakers 206
- Koss HD-1 Speakers 24
- Koss HD-4 Speakers 39

CD DRIVES, SPEAKERS & UPGRADE KITS

- Koss HD-6 MPC Speakers 63
- Labtec CS-1000 Speakers 74
- Labtec CS-800 Speakers 32
- Labtec CS-900 Speakers 62
- Labtec SS-700 Speakers 29
- 4FLEX Quad-speed Int. Drive 468
- CDU33A/I CD Complete Kit 471
- CDU33A/I CD Starter Kit 230
- DigitalEdge CD Mult. Kit 725
- Family Deluxe Multimedia Kit 349
- Fusion Double CD Internal Kit 308
- Game Blaster CD 16 392
- Memphis Multimedia Upgrade Kit 524
- MultiSpin 3XE Ext. 195ms 613
- MultiSpin 3XI Int. 195ms 516
- MultiSpin 3XP Portable 195ms 468
- MultiSpin 4X Pro EXT 999
- OmniCD Upgrade Kit 305
- OmniCD Upgrade Kit EXTERNAL 424
- Premium Deluxe Multimedia Kit 533
- Pro 16 II Multimedia Kit 490
- Pro 16 III Triple Speed Kit 777
- Pro Deluxe Multimedia Kit 735
- ReelMagic CD-ROM Kit 706
- Reno CD-ROM Portable Player 294
- Sensory Starter Upgrade Kit 366
- Sensory System I Int. MM Kit 440
- Super Deluxe Multimedia Kit 417

800 228-7449 - Orders Only, 508 443-6125 - all other business. Sales Dept. Hours - Monday - Friday - 8AM till 8PM, Saturday & Sunday 10AM till 5PM. All other Business - Monday - Friday - 9AM till 5PM. Most orders ship within 24 hours. Temporary shortages are normally filled within 10 days. Books, Memory chips, and some electronic components are not returnable. We ship only to verified billing addresses. International orders welcome. Airborne Express Shipping charges $7 per order up to 6 lbs, $1 per lb. above 6 lbs. UPS ground handling charge-$5 per order. Actual freight charges apply for computers, hard disks, Bernoulli's, tape back-ups, printers, Multimedia kits, monitors, etc. Alaska, Hawaii, outside continental U.S., APO/FPO call for information. Prices subject to change without notice. Some product not available outside the U.S. Please call for more information. Not responsible for errors or omissions. Mastercard, Visa, Discover, American Express, prepaid orders, purchase orders, wire transfer, cash, and cashiers check accepted. Personal and Company checks allow 14 days to clear. No surcharge for credit card orders. Your credit card is not charged until the merchandise is shipped. We check for stolen credit cards. All returns for credit, repair, or exchange must have a return authorization number. Returned orders or ordered wrong items are subject to a 15% restocking fee. We ship latest versions of software available. Over nine years of service. Thousands of satisfied customers. Send your Fax today! All quotes answered immediately. Product covered by manufacturer's warranty. Defective items replaced immediately. All item numbers represent 3.5" floppy, except where noted. Educational, government, and corporate purchase orders welcome.

COMPUTER Express

Since 1985

800-228-7449 EXT. 334

TOLL FREE ORDER LINE

ANIMATION WORKSHOP



At last! An animation package that makes it simple to create your own cartoons. The Hanna-Barbera Animation Workshop brings the power of animation to your computer in a form that is fun and easy to master. Simple instructions allow everyone to quickly learnhow to produce animated scenes just like the professionals. Whether you are a novice or have a serious interest in animation, theHanna-barBera Animation Workshop has something for everyone.

Empire: DOS **$45**

BUG ADVENTURE



This program is crawling with bugs! Creepy ones. Slimy ones. Hanging, flying, flopping ones. Poisonous ones. Stinging ones. Eensy, teensy, tiny ones. Pick from ants, bees, beetles, butterflies, flies, or spiders. Young readers can even improve reading skills with a Talking Storybook. Find out which bug is the laudest, the longest, the fastest, and other amazing facts. Get bitten by the bug. Take an exciting, inviting, interactive journey into the creepy, crawly world of insects.

Knowledge Adventure: DOS, WIN, CD-ROM **$40**

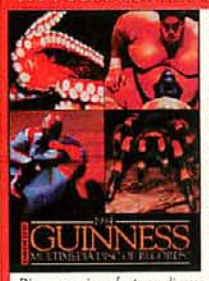
OMNI CD



Add state-of-the art CD-ROM technology to your PC. The Creative Labs OmniCD Upgrade Kit provides everything you need to expand your general computing horizons into the realm of multimedia. Features a convenient front-loading tray, a front-panel headphone jack and volume control for playback of audio CD's, and supports all PC's and sound cards. Includes a CD-ROM interface card, high-speed CD-ROM drive, and all the cables necessary to connect the drive to your PC.

Creative Labs: IBM **$299**

1994 GUINNESS DISC OF RECORDS



The world's most definitive source for extraordinary facts and feats. Based on the 1994 Guinness Book of Records, this remarkable CD-ROM contains every word, record, and picture from the world-renown book.

Discover unique facts on diverse topics such as Earth and Space, Science and Technology, Arts and Entertainment, Human Achievements, and more. With pictures, movies, and details of every imaginable fact at your fingertips, discovery becomes entertainment itself.

Grolier: IBM CD **$31**

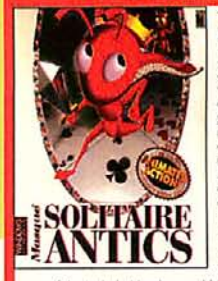
COMPUTER CARNIVAL



The computer literacy program for children that entertains as it engages them in learning keyboard and mouse skills, creation of computer graphics, computer vocabulary, computer care and even beginning programming skills. Presents exciting games and activities in the context of an irresistible storyline. Features 4 new arcade games, 2 fun interactive carnival booths, and 6 sensational shows under the big top. Hall of Fame displays child's name and winning tickets.

ATI: DOS **$24**

SOLITARE ANTICS



Twenty-one of the best solitaire games ever. Over 55 animations with multimedia sound supply you with many hours of extra entertainment. Each has 3 levels of difficulty. Four decks of playing cards are included: Normal, Tarot, Mayan, and Miniature. Use one of the included background bitmaps or add any of your own. Easy to use double click interface and special send to foundations controls greatly facilitate game play. Includes the new Royal Family, created especially for the enjoyment of children.

Gamatek: DOS, Windows **$18**

TEST PREPARATION

ACT w/Cliff Notes 30
Biology Studyware 24
Calculus Studyware 25
Chemistry Studyware 24
GMAT w/Cliff Notes 30
GRE w/Cliff Notes 30
LSAT w/Cliff Notes 34
Physics Studyware 26
SAT 1 NEW Personal Trainer WIN 35
SAT I Studyware 30
Score RX for ACT at Home 60
Score RX for GRE at Home 60
Score RX for LSAT at Home 78
Score RX for SAT at Home 60
Your Personal Trainer/SAT2 CD 35

IBM REFERENCE

American Heritage Dictionary 35
Americans in Space CD 48
Animals: San Diego Zoo CD 35
BodyWorks 3.0 37
BodyWorks 3.0 CD 39
CNN Newsroom Global View CD 30
Compton's Encyclopedia CD 90
Creep Crawlies CD 42
Cute 'n' Cuddlies 40
Dictionaries & Languages CD 13
Dictionary of Living World CD 91
Dinosaur Adventure CD 43
Dinosaurs Multimedia Windows1.0 52
Dinosaurs! MPC Encyclopedia CD 46
Discovery CD Pack 68
Encarta MPC Encyclopedia CD 92
Forever Growing Garden w/SEEDS 33
Greatest Book Collection CD 32
InfoNation - Rating USA to Z 29
J.F.K Assassination CD 34
Kay Dictionary Plus 26
MS Dinosaurs Multimedia CD 52
Orbits:Voyage the Solar System 20
Webster's Dictionary 61

MACINTOSH

Advanced Spelling Tricks 30
Algebra 52
Algebra Blaster Plus 33
Alphabet Blocks 30
Amazon Trail 34
Basic Spelling 30
Beginning Reading 29
BodyWorks 3.0 41
Calculus Studyware 24
Dinosaur Adventure 30
Early Math 30
Fatty Bear's Birthday Surprise 31
Fatty Bears Fun Pack 31
Fine Artist 33
Kap'n Karaoke 35
Kid McGee 21
Kid Pix 2.0 42
Kid Pix Fun Pack 23
Kid's Art Center ..... CALL
Kid's Studio 35
Kid's Typing 30
Kid's Zoo 35
KidDesk 26
Mac USA 2.0 30
Mario Teaches Typing 30
Math Blaster Plus 35
Math Rabbit 2.0 35
Millie's Math House 30
Mind Castle 34

MACINTOSH

Multimedia Workshop 46
My First World Atlas 30
My Own Stories 30
Odell Down Under 34
Oregon Trail 30
Putt Putt Goes to the Moon 31
Playroom 2.0 30
Reader Rabbit 1 35
Reader Rabbit Ready for Letter 35
SAT I Studyware 30
Spell It Plus 30
StickyBear Reading Room 35

MAC CD-ROM

Advanced Spelling Tricks 30
Alphabet Blocks 30
Animal Tales 42
Basic Spelling 30
Beginning Reading 29
Cuckoo Zoo 44
Eagle Eye Mysteries London 41
Early Math 30
Fatty Bear's Birthday Surprise 41
Fatty Bear's Fun Pack 31
Kid's Zoo 41
Lifemap: Animals 27

SCIENCE & HISTORY

Amazon Trail 34
Body Illustrated 45
Bug Adventure 30
Bug Adventure CD 41
Company of Whales CD 32
ComputerWorks 28
Concentrate 25
Dandy Dinosaurs CD 48
DinoPark Tycoon 34
Discover Space 34
Discoverers CD 26
EZ Cosmos 4.0 42
Earth Treks 30
Eco Quest Search for Cetus CD 30
Ecology Treks 30
Great Computer Adventure 23
Jurassic Dinosaurs CD 30
Jurassic Dinosaurs WIN 30
Kid's Zoo CD 46
Kid's Zoo DOS/WIN 34
Learn About the Human Body 15
Mario's Time Machine 30
No. 11 Downing Street 43
Oceans Below CD 29
Odell Down Under WIN 34
Oregon Trail Deluxe 34
Oregon Trail Deluxe CD 41
Pepper's Adventures in Time 30
Planetary Taxi CD 29
Prehistoria CD 41
Quarky & Quaysoo's Science 30
Science Adventure 2.0 35
Science Adventure II CD 51
Space Adventure 34
Space Adventure CD 50
Space Adventure II CD 50
Team NFL Magazine CD 21
Time Lapse CD 15
Time Riders-American History 35
Time Treks 30
Undersea Adventure WIN 35
Webster's Dictionary WIN 61
Where in America's Past Carmen 29
Where in Space Carmen Deluxe 40
Where in Time Carmen? 30
Where in the World is Carmen? 30
Wild Science Arcade w/T-SHIRT 23
Zoo: Behind the Scenes CD 34
ZooKeeper 35
Zugs Race Through Space 23

MACINTOSH

Fatty Bear's Birthday Surprise 41
Fatty Bear's Fun Pack 31
Kid's Zoo 41
Lifemap: Animals 27
Lifemap: Animals w/Backbones 27
Multimedia Workshop 46
My Silly CD of ABC's 21
My Silly CD of Counting 21
Super Solvers:Out Numbered 35
Super Solvers:Spellbound 35
Treasure MathStorm! 34
TreeHouse 35
Typing Tutor 6 30
VocabuLearn French I 35
VocabuLearn Italian I 34
VocabuLearn Spanish I 30
Where in America's Past 29
Where in Space Deluxe 40
Where in Time is Carmen 29
Where in the World - Deluxe 46
Where in the World is Carmen 29
Word Attack 3 30
Word Attack 3 30
ZooKeeper 35

TYPING

Easy Working Typing 12
Easy Working Typing WIN 21
Mario Teaches Typing 26
Mavis Beacon Teaches Typing CD 3.0 35
Mavis Beacon Typing 3.0 30
Mavis Beacon Typing CD 34
Typing Tutor 6 30
Typing Tutor V Plus 30
Typing Tutor V Plus WIN 30
Typing Tutor WIN6 30

MATH

2nd Math 26
Alge Blaster 3 34
Alge Blaster Plus 29
Algebra 52
Algebra By Example 27
Bull's Eye Math 23
Calculus WIN 51
Championship Blackjack 23
Chemistry Works DOS/WIN 21
Cruncher WIN 35
Dinosoft Addition & Subtract 13
Dinosoft Math Flashcards 12
Dinosoft Multiply & Divide 13
Early Math WIN 30
Geometry Concepts 35
Kid Cad WIN 30
Learn to Add and Subtract 15
Learn to Multiply and Divide 15
Line & Shape Eater CD 27



SPORTSTER 28.8



Sportster - The high speed modems that are chosen by millions for small business, home office and personal use. Today's fastest available transmission speeds to the small business and home user. Transmit data at 28,800 bps with V.FC and at 14,400 bps with V.32 bis. Full 14,400 bps fax supported with V.17 protocol. Includes hardware based V.42/MNP 2-4 error control and V.42 bis/MNP 5 data compression. The Sportster is upgradable to true ITU-T V.32 28,800 bps.

U.S. Robotics: IBM External **$239**

GAMEZAPPER



Converts the VGA output from your PC to a video signal so you can play all your favorite PC games on any TV set. Display on-line services like Prodigy, America Online, and CompuServe. Includes $150 worth of FREE games: Prince of Persia, JetFighter II, and Spectre Challenger! Supports 640x480 VGA resolution in 256 colors, outputs NTSC video in RCA composite and S-VHS super video standards. Includes A/C Power Supply, RCA cable, S-VHS cable and a VGA Y-cable.

ADS: IBM **$79**

20TH CENTURY MURDER



A powerful educational tool, teaching law enforcement, criminal justice, psychology, and history. Five thousand plus pages of the most sensational murders of this century. Follow each shocking case - the crimes, investigations, trials, and punishments - of criminals like Ted Bundy and Jeffrey Dahmer. Dynamic multimedia presentation offers a chilling glimpse into the dangerous world of murders and the twisted motivations behind their unconscionable acts.

PowerCD: IBM CD, Mac CD **$20**

PERFECT RESUME



Career development expert Tom Jackson presents 3 easy to use modules that help build a jon winning resume. Write cover letters that get notices, follow up on leads, letters, and interviews. Perfect Resume interactively creates a targeted resume based on your responses and automatically formats resumes into a variety of professionally designed layout styles. Creates professional looking resumes with any printer. Exports formatted files to most popular word processors.

Davidson: WINDOWS **$35**

THE HUMAN CALCULATOR



Math is essential and math is cool. Can you figure cube roots instantly in your head? If people tell you their date of birth, can you tell them on what day of the week they were born. Let The Human Calculator teach you how in a new, fun way. As a result, kids can solve addition, subtraction, multiplication, and division problems in their head, and learn some great math tricks which will impress everyone.

Compton's New Media: IBM CD **$26**

ORIGAMO



Enjoy this enticing visual puzzle game. Explore the graphically rich maze with unique puzzles in every room. Forge through the maze by successfully completing each puzzle. As the conveyer belt moves along, with a myriad of blocks and shapes, you must place the block on the puzzle or your blocks will stack up and time will run out! Continuing through the maze you will discoverbeautiful and sensational graphics and animation throughout this exciting multi-leveled puzzle.

GGP: IBM **$30**

WORLD CUP INTERACTIVE



World Cup Interactive presents a complete record of the World Cup games, from the first game in Uruguay, 1930, to the 1994 Los Angeles Championship. All the information you could want on your favorite star players, plus photos and action footage of the important game moments, will make you feel like a part of the World Cup games, and a sure winner! Includes exciting video clips, team portraits, over 500 action shots, and all the statistics of the world's most popular sport.

Softbit: IBM CD-ROM **$28**

PRINT ARTIST



Print Artist will help you get the message across—easily, beautifully, expressively. It's so simple that beginners can easily make beautiful and useful cards, signs, posters, banners and more. Quickly, easily create your own signs, cards, banners, and more. No drawing skill required. Choose from over 500 professionally designed layouts in both color and black and white to use "as is" or customize to your heart's content. Export graphics and layouts to popular graphic formats.

Maxis: DOS, Windows **$35**

MATH

Math Blaster Spot WIN	35
Math Blaster Spot/Kid Works II	44
Math Blaster WIN	34
Math Rabbit Enhanced	29
Mathology	30
Mega Math	30
Mental Math Games 2.0	30
Millie's Math House	30
Operation Neptune	35
StickyBear Math Tutor	26
Super Solvers:Midnight Rescue	30
Super Solvers:Out Numbered	30
Treasure MathStorm! WIN	34
Treasure Mountain	34
What's My Angle	29
Young Math	26

READING

Aesop's Fables CD	21
Aladdin and His Lamp CD	32
Always Arthur CD	30
Amanda Stories CD	18
Arthur's Teacher Trouble CD	35
Bailey's Book House	30
Beauty and the Beast CD	27
Beginning Reading CD	29
BookMaster for Speed Reading	29
Cinderella CD	21
Dinosoft Phonics	12
Dragon Tales CD	35
Follow the Reader	30
Gus Goes to Cybertown CD	35
Heather Hits Homerun CD	21
Just Grandma & Me CD	35
Learn to Read in Wordland	21
Long Hard Day at the Ranch CD	21
Mind Castle	34
Mud Pubble CD	21
New Kid on the Block CD	34
Once Upon A Time II	30
Paper Bag Princess CD	21
Peter and the Wolf CD	27
Phonics Plus	26
Reader Rabbit I	35
Reader Rabbit II WIN	34
Reader Rabbit III	34
Reading Adventures in Oz	34
Reading and Me Talking	26
Ready, Set, Read WIN	30
Richard Scarry Best Neigh. CD	30
Richard Scarry Busiest Neigh. CD	30
Rusty & Rosy Volume 1 WIN	30
Rusty & Rosy Volume 2 WIN	30
Scary Poems for Rotten Kids CD	21
School House: 30 Programs	15
Sleeping Beauty Storybook CD	27
Sound It Out Land II CD	30
Speed Reader WIN	30
StickyBear Reading Tutor	30
Tale of Benjamin Bunny CD	21
Tale of Peter Rabbit CD	21
Talking Classic Tales CD	56
Talking Jungle Safari CD	50
Talking Phonics Plus	30
Tell Tale Heart CD	34
Thomas' Snowsuit CD	21
Tortoise & The Hare CD	35
Treasure Cove	34
Ugly Duckling CD	25
Who Wants Arthur? CD	30
Zugs Dinosaur World	23

CREATIVITY

Aladdin Print Kit	15
Animation Studio WIN	73
Betty Crocker Boys & Girls	18
Children's Writing/Pub Center 1.5	39
Creation Stories CD	32
Creative Writer WIN	33
Fine Artist	45
Hanna-Barbera's Animation Shop	45
Kap'n Karaoke WIN	35
Kid Cuts	25
Kid Doodle WIN	21
Kid Fun CD	29
Kid Pictures	21
Kid Pix 2.0	42
Kid Pix Fun Pack	23
Kid Rhymes	21
Kid Works II	34
Learn to Play Guitar CD	30
Lenny's Music Toons WIN	30
Logo Writer	57
MetroGnomes' Music	30
Miracle Piano System	269
Multimedia Starter Pak	21
My Computer Diary WIN	27
My Own Stories	30
PC Crayon	38
Peter Pan:Story Painting CD	30
Print Artist WIN	35
Print Shop Deluxe 1.2	46
Print Shop Deluxe Comics	24
Print Shop Deluxe Companion	35
Print Shop Deluxe Companion WIN	35
Print Shop Deluxe Sampler	27
Show & Tell for Kids	30
Sound Source	29
Story Book Weaver	30
Student Writing Center CD	52
Wild Learning Safari	23

SPELLING

Advanced Spelling Tricks CD	30
Advanced Spelling Tricks WIN	30
Alphabet Blocks WIN	30
Basic Spelling CD	30
Ian Words WIN	26
Mario's Fun with Letters	26
Mickey's ABC's Enhanced	21
Spell It 3	30
Spell It Plus	30
Super Solvers:Spellbound CD	30
Word Attack 3	30
Word Munchers	21
Word Tales CD	31
Yobi's Spelling Tricks WIN	30

GEOGRAPHY

Across the USA	15
Discovering America	34
Eagle Eye Mysteries London CD	41
Expert Maps	12
Lost Tribe	26
My First World Atlas	30
Mystery at Museums w/T-SHIRT	23
PC Globe Maps & Facts CD	41
PC USA 3.0	29
Picture Atlas of the World CD	60
Scavenger Hunt: Africa CD	30
Speed CD	26
Where in USA Carmen	29
Where in World Deluxe CD	55
Where in the USA Deluxe	46
World Atlas 4.0 WIN	45

800-228-7449 EXT. 334 VOICE:508-443-6125 FAX:508-443-5645

31 Union Ave., Sudbury, MA 01776

日本の皆様よりのオーダー大歓迎！日本語で FAX:0011-508-443-5645、
又は,CompuServeID:70007,1534で見積りをお問い合わせ下さい。
迅速に,如何なる御要望にも誠意をもってお応え致します。

FREE UPS GROUND SHIPPING

10,000 IN STOCK ITEMS

EARLY LEARNING

AJ World of Discovery	15
Alphabet Blocks CD	30
Animal Tales CD	42
Backyard	30
Barney Bear Goes to School	26
Berenstain Bears Fun LunchPak	26
Berenstain Bears Junior Jigsaw	18
Berenstain Bears Learn At Home	26
Buster's First Thunderstorm CD	30
Computer Carnival	18
Cuckoo Zoo CD	44
Dr. T's Sing-A-Long Kids CD	26
Dr. T's Sing-A-Long WIN	26
Fatty Bear's Fun Pack	31
Fatty Bears Birthday Surprise	31
Fatty Bears Fun Pack CD	31
First Letters and Words	10
First Shapes	10
Fisher Price Classics	26
FisherPrice Picture Dictionary	26
Kid Desk	26
Kid Keys	30
Kid McGee	21
Kids Stuff	15
Learning At Home Vol. Two CD	26
Legend of Oz CD	52
Mario Early Years Collection CD	30
Mario Preschool Fun	26

EARLY LEARNING

Mario's Fun with Numbers	26
Mcgee Series Bundle	30
Memory Lane	15
Mickey's 123's Enhanced	21
Mickey's ABC's Enhanced	21
Mickey's Jigsaw Puzzles	18
Mixed Up Fairy Tales	21
Mixed Up Mother Goose CD	30
My Letters, Numbers and Words	26
My Silly CD of ABC's CD	21
My Silly CD of Counting CD	21
Number Munchers	21
Peanuts: Yearn to Learn CD	38
Playroom 2.0	29
Power Hits Kids	30
Putt Putt Goes to the Moon CD	42
Putt-Putt Fun Pack	21
Putt-Putt Joins the Parade	31
Race the Clock CD	CALL
Scooter's Magic Castle	32
Slater & Charlie Go Camping	30
Snoopy's Game Club	23
Stickybear Preschool	30
Stickybear Preschool CD	30
Treasure Cove CD	34
TreeHouse	35
Vitsie Visits Outer Space CD	30
Word Munchers	21

800 228-7449 - Orders Only, 508 443-6125 - all other business. Sales Dept. Hours - Monday - Friday - 8AM till 8PM, Saturday & Sunday 10AM till 5PM. All other Business - Monday - Friday - 9AM till 5PM. Most orders ship within 24 hours. Temporary shortages are normally filled within 10 days. Books, Memory chips, and some electronic components are not returnable. We ship only to verified billing addresses. International orders welcome. Airborne Express Shipping charges $7 per order up to 6 lbs, $1 per lb. above 6 lbs. UPS ground handling charge $5 per order. Actual freight charges apply for computers, hard disks, Bernoulli's, tape back-ups, printers, Multimedia kits, monitors, etc. Alaska, Hawaii, outside continental U.S., APO/FPO call for information. Prices subject to change without notice. Some product not available outside the U.S. Please call for more information. Not responsible for errors or omissions. Mastercard, Visa, Discover, American Express, prepaid orders, purchase orders, wire transfer, cash, and cashiers check accepted. Personal and Company checks allow 14 days to clear. No surcharge for credit card orders. Your credit card is not charged until the merchandise is shipped. We check for stolen credit cards. All returns for credit, repair, or exchange must have a return authorization number. Returned orders or ordered wrong items are subject to a 15% restocking fee. We ship latest versions of software available. Over nine years of service. Thousands of satisfied customers. Send your Fax today! All quotes answered immediately. Product covered by manufacturer's warranty. Defective items replaced immediately. All item numbers represent 3.5" floppy, except where noted. Educational, government, and corporate purchase orders welcome.

Know When To Fold 'Em

QQP's ORIGAMO Puzzler Will Put Creases In Your Brow

by Paul Hyman



SO, LITTLE GRASSHOPPER, YOU ARE ANXIOUS TO LEARN THE MEANING OF LIFE? BETTER YOU SHOULD ASK THE Meaning of Frustration. It is called ORIGAMO—a puzzle game with allusions to both the ancient Japanese art of paper folding, *origami*, and *tangrams*, the Chinese puzzles made from cutting a piece of paper into five different geometrical shapes and assembling them into different figures.

Origamo



Price: $49.95
System: IBM
Requirements: 386 or better, SVGA graphics, 6MB hard drive space, mouse; supports all major sound cards
Protection: None
Designers: Destiny Software Productions, Inc.
Publisher: Quantum Quality Productions
Flemington, NJ
(908) 788-2799

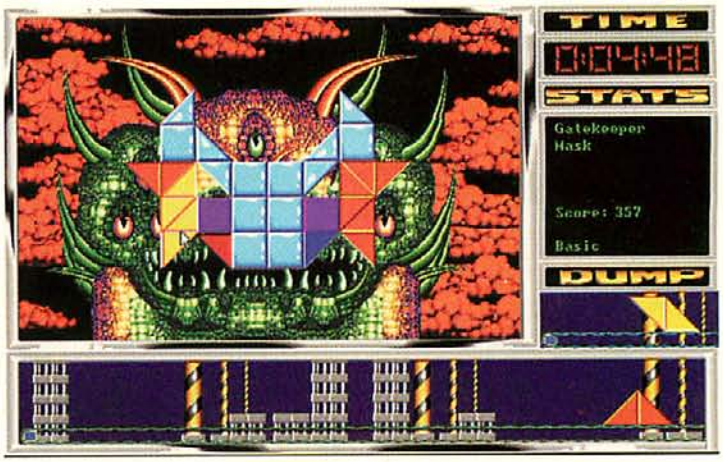
As with many Asian pastimes, ORIGAMO appears simple, yet it is deceptively so, and it may eventually tempt you to fall on your sword. The goal is to dash through a maze in which you encounter rooms with three puzzles each. Attempt to solve all three if you wish, but only one solution is required to move on. Some puzzles award 50 points, with the more difficult ones handing out 300 points and more.

And what puzzles! Each resembles an object that has been created by origami, such as a pig, a shoe, or a brontosaurus. The trick is to snatch different shaped tiles off a conveyor belt at the bottom of the screen and place them on top of the paper-like object to cover it completely. Unfortunately, once a tile is placed, it can't be removed. If you think you can sit and wait for just the right tile to come along, forget it. It's like waiting for the long, skinny piece to show up in TETRIS. As added pressure, the conveyor belt moves quickly, and once it fills up, the puzzle is over.

There is a tremendous sense of satisfaction that comes with solving each puzzle. Bells ring, points roll up, and you get to decide whether you want to move on or solve the rest of the puzzles in that room. But be warned...there's no practicing in this game. If you fail to solve the puzzle, points are subtracted from your cumulative score. New players will find themselves 1000 points in the hole in no time. Should you abandon a room in disgust, there's no turning back, as the door locks firmly behind you. While it is possible to escape the maze by choosing only the easiest puzzles, the manual correctly advises that cowardice will never earn you a high score.

There are enough puzzles here—113 in all—to keep even skilled puzzle fans going for quite some time. For insatiable puzzle-meisters, there are two more skill levels to conquer. The Master level allows bonuses for completing puzzles in better than average times, while the Adventure level gives only three lives to complete the game (plus a free life for each 500 points earned).

ORIGAMO is at its best when the game's difficulty is based on the puzzles' size and/or intricacy. But all too often, puzzles are tough because the conveyor belt has been sped up, or because there are already several tiles crowding the belt



GETTING INTO SHAPES The conveyor belt cranks out shapes, which you can pluck and place on the "mask" design. Unwanted pieces can be tossed in the dump.



©1994 Merit Software, Dallas, Texas. ©1994 Future Visionary, Inc. Harvester is a registered trademark of Future Visionary, Inc. All Rights Reserved.

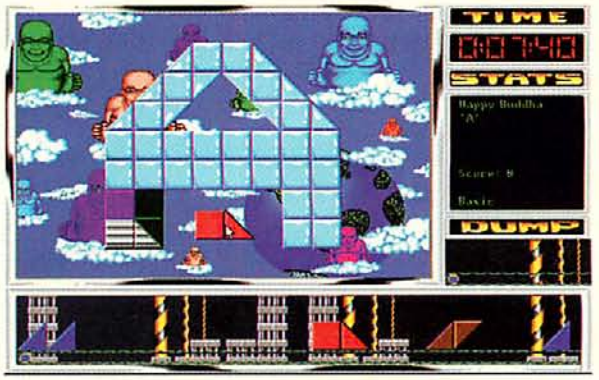
Circle Reader Service #88

when the puzzle begins. There's no warning that the tiles will zip right by you, and when you lose—and the points come off your cumulative score—well, it's time to grab that sword....

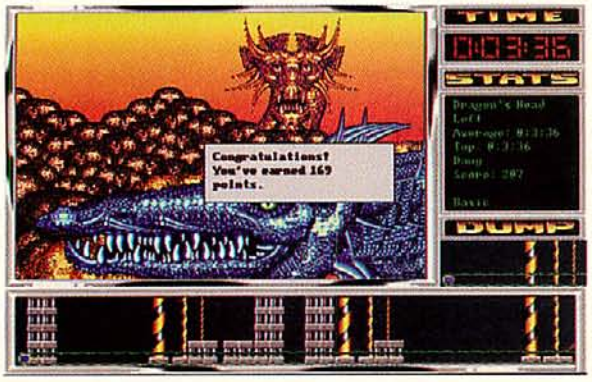
The journey through the ORIGAMO maze is filled with frustrations. Certain rooms cannot be entered until you gather necessary objects in other rooms. Try to sneak into the "Mound Of Evil" room, for example, and you are warned that "You will be blinded if you enter." I chose not to risk it.

ORIGAMO is not only unusual as puzzle games go, but it features some striking SVGA graphics and a very hummable score (particularly one tune that I like to refer to as "The Love Theme From ORIGAMO").

Despite the hectic pace of some levels, there is a tranquillity to playing ORIGAMO that makes it enjoyable to sit alone and play for hours, much like Solitaire. One can practically meditate on some of the backdrops of snow-capped Mt. Fuji, of birds flying, and of trees dropping their leaves. On the other hand, ORIGAMO seems to have been designed to be played by an army—it will keep track of up to 300 different players and 1200 unfinished games; full statistics for each game are saved automatically. So go find 299 of your closest friends and master the ways of ORIGAMO, one piece at a time.



BUDDHA IN THE SKIES What is the sound of one hand smacking a forehead? The sound of an Origamo player missing one last piece.



RACK'EM UP So, you got a few points. But that was an easy one. If you screw up a hard puzzle, those points will vanish in a flash.

ORIGAMO

RATING ★★★ 1/2

PROS A very original take on the visual-spatial puzzle game. It's addictive, but it's not TETRIS.

CONS Some puzzles are ridiculously hard, some easy. The game lacks the slowly graduated difficulty that makes TETRIS so possessing.

TOP GUN PACKAGE
Games Master console & 6 Matts included
1. Falcon 3.0
2. Comanche Maximum Overkill
3. Aces of the Pacific
4. Flight Sim. 4.0
5. Strike Commander
6. Keyboard Normal QWERT
Only $99.95

BASIC PACKAGE
Includes Games Master Console & Keyboard Normal QWERT Matt
Only $69.95

MATTS
$14.95 Each

NEW PRODUCT

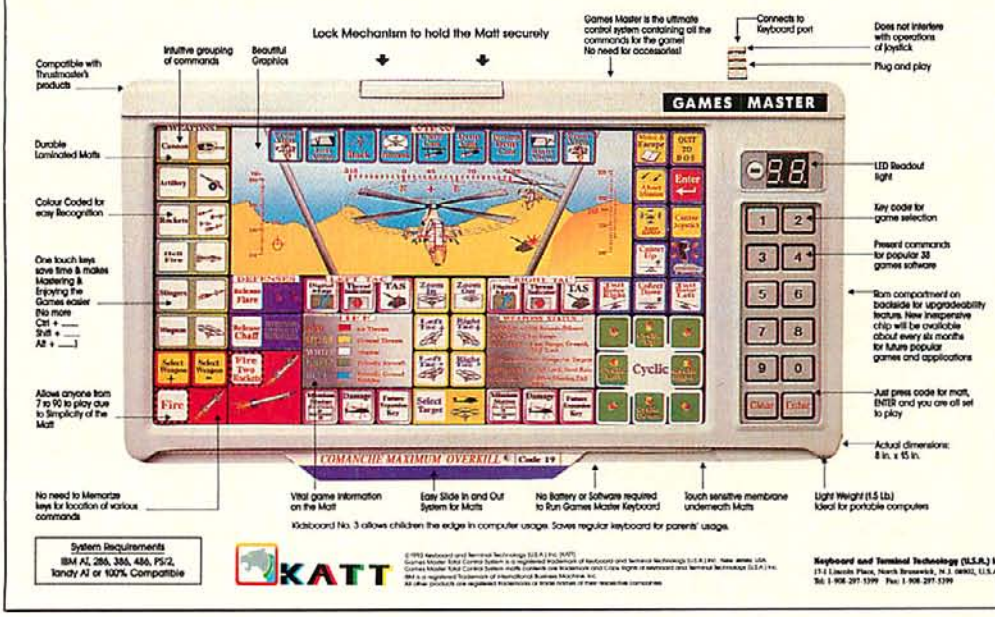
KATT
GAMES MASTER™
TOTAL CONTROL SYSTEM!
Simply! The best way to Play
The solution to simulation computer games enjoyment




Finally a total control system that gives you full command and lets you increase your enjoyment and performance because the Games Master ends all keyboard confusion and frustration once and for all. The exclusive "Colored Icon Keys" makes it easy to locate the Hot Keys at a glance. With exclusive "One Touch Features" (No more Shift + ___, Ctrl + ___, Alt + ___) and colored icon keys arranged in an intuitive and logical fashion, your enjoyment and performance from game to game will be greatly improved.

Games Master is an intelligent control panel that will change the way people learn and play computer games by adding a new dimension in total control because it replaces the standard keyboard. The keyboard becomes obsolete! It is not just a template but a smart control panel consisting of the console and matts.

The exclusive "Slide In and Out" feature of the Matts makes Games Master easy to use. Simply plug in the Games Master into your PC and press the appropriate code number from the game Matt. No hassle with installation software and configurations. Moreover, our memory features can be upgraded with inexpensive rom chips and therefore, your Games Master will be ready when the next exciting games are released. (eg. Privateer, Aces over Europe, Flight Sim 5.0, Wing Commander Academy, F-14 Fleet Defender, etc). We are sure that with the Games Master, you will wonder how you ever got along playing the games without it!



System Requirements
IBM AT, 286, 386, 486, PS/2, Tandy AT or 100% Compatible

KATT

©1993 Keyboard and Terminal Technologies (U.S.A.) Inc. (KATT)
Games Master Total Control System is a registered trademark of Keyboard and Terminal Technologies (U.S.A.) Inc. New Jersey, USA.
Games Master Total Control System matts (artwork) are trademark and Copyright of Keyboard and Terminal Technologies (U.S.A.) Inc.
IBM is a registered Trademark of International Business Machines Inc.
All other products are registered trademarks or trade names of their respective companies.

Keyboard and Terminal Technologies (U.S.A.) Inc.
17-1 Lincoln Place, North Brunswick, N.J. 08902, U.S.A.
Tel. 1-908-297-5399 Fax: 1-908-297-5399

Yes, I want to take control of my games and try Games Master risk free for two weeks.
Payable to: Keyboard and Terminal Technology (USA) Inc.
17-1 Lincoln Place, North Brunswick, N.J. 08902, U.S.A.

Name ____ Country ____
Address ____
City ____ State ____ Zip ____

Method of Payment (Please check one)
☐ Check ☐ Money Order ☐ COD
Your order will be shipped within 5 days

	Qty:	Amount:
Basic Package		
Top Gun Package		
Matts:		
Sales Tax (NJ Res 6.00%)		
S & H		
COD Add $4.50		
2 Day Air Delivery Add $7		
TOTAL		

Prices:
Basic Package: $69.95
Top Gun Package: $99.95
Matt: $14.95 each
Shipping & Handling:
All orders: $4.00
COD: $4.50
2 day service add: $7.00
Canada, add: $8.00
Int'l add: $35.00
For info and orders: 1-908-297-5399

Two weeks risk free. Money back guarantee.

Top Gun Package includes:
Games Master Total Control System
Free Six Matts Included
(Falcon 3.0, Strike Commander, Aces of the Pacific, Flight Simulator 4.0, Comanche Maximum Overkill, Keyboard Normal QWERT)

Basic Package includes:
Games Master Console & Keyboard Normal QWERTY Matt

Matt
1. Keyboard Normal ABCD
2. Keyboard Normal QWERT
3. Kidsboard
4. Aces of the Pacific
5. ADAC
6. Birds of Prey
7. Civilization
8. Chuck Yeager's Air Combat
9. Falcon 3.0
10. Flight of the Intruder
11. Flight Simulator 4.0
12. Flying Fortress, B-17
13. FIFTA
14. F-15 II
15. F-15 III
16. Gunship 2000
17. Jetfighter II
18. Mantis
19. Comanche Maximum Overkill
20. Megafortress
21. Red Storm
22. Red Storm Rising
23. Secret Weapon of the Luftwaffe
24. Silent Service II
25. Special Forces
26. Stunt Island
27. Task Force 1942
28. Ultima Underworld
29. Wing Commander
30. World Circuit
31. X-Wing
32. Air Warrior
33. A-10 Tank Killer
34. ATP
35. Harrier Jump Jet
36. Mig-29
37. Spectre
38. Strike Commander
39. Tornado
40. Ultima Underworld II
41. Ultra Bots

Circle Reader Service #169



Introducing The Sound Galaxy Nova 16 Extra Multimedia Sound Board.

We've taken 16-bit sound technology to a higher altitude. With the new Sound Galaxy Nova 16 Extra from Aztech.

The Nova 16 Extra is a technological leap forward in multimedia excitement. CD-ROMs, business presentations, education and games all get true 16-bit, CD-quality sound that makes using your PC a high-flying multimedia experience. And that's just the beginning.

You get compatibility with most CD-ROM drives and all the major sound standards, 48 KHz digital playback, an MPU401 MIDI interface, multiple source recording, easy installation, free stereo headphones, a microphone, bundled software including *PC Magazine* Editors' Choice Macromedia Action 2.5 and more. It's even upgradeable to Wave Table technology.



So if it's high-performance, 16-bit sound you crave, rush to your retailer and strap on the extreme excitement of the Sound Galaxy Nova 16 Extra. Just remember to wear your parachute. Call now for a free Space Quest IV CD-ROM coupon.* Every 50th caller wins Space Quest IV instantly! **Call 1-800-781-1188 Ex. 11G**

AZTECH

*Free CD-ROM title with proof of Sound Galaxy upgrade kit purchase, see coupon for details. One call per person, while supplies last. Aztech, the Aztech logo, and Sound Galaxy are trademarks of Aztech Labs, Inc. (510) 623-8988 ©1994

Circle Reader Service #188

An Aging Casey At The Bat



The Revered Strat-O-Matic Baseball Has Thrilled Fans For Years, But It May Be Stepping Out Of Its Prime

by Jim Gindin

QUITE OFTEN, REVIEWERS CRITICIZE EVEN THE BEST IN THEIR FIELD. I'M SURE BABE RUTH IN HIS HEYDAY HAD HIS critics in the press, and those critics became more vocal as his superhuman powers waned with age.

Finding any fault with STRAT-O-MATIC BASEBALL VERSION 5.0 feels a bit like finding fault with Babe Ruth's batting stance. The release of Strat-O-Matic's latest version of their computer baseball game marks about a quarter-century of continued support of arguably the dominant game engine in the baseball simulation genre. The game system has served its fans well, but improvements in the statistical understanding of baseball and the enhancements allowed by computer technology have opened the door for competing products to produce a better simulation.

Strat-O-Matic Baseball 5.0

Price: $59.95
System: IBM
Requirements: 286 or better, VGA graphics, 3MB hard drive space
Players: 1 or 2
Protection: Key Disk
Publisher: Strat-O-Matic Game Co., Inc.
Glen Head, NY
(800) 645-3455



The computer version of the STRAT-O-MATIC board game is a text-based baseball simulator. The game can be installed with two interfaces, including a VGA interface with a mouse-driven menu system, unique for a text-based baseball game. Gameplay operates either through icon selection with the mouse or typing the key associated with each icon. Cartoonish renditions of every Major League ballpark are the backdrop for game simulation. Although the effects of individual parks are factored into the game, the ballparks are intended only as a background.

BOX SEAT VIEW

With full graphics enabled, an icon representing a pitcher throws the ball toward home plate. A hitter icon appears, swinging his bat. The ball then heads in the general direction of play resolution. But, on occasion, the ball can travel 10-15 rows into the stands and yet the play results in a fly-ball out. There are no iconic representations of the fielders, base runners, or the ball once its initial flight path is completed.

STRAT-O-MATIC also provides a text window for the outcome of each play, and this does represent game play more accurately than the icon displays. STRAT-O-MATIC resorts to a few irritating clichés and lacks the rare plays that have endeared fans to some of its competitors' products. Nonetheless, the text interface is simple and sound.

STRAT-O-MATIC has improved its league simulation aspects by adding a computer draft module. Other than a refusal to draft designated hitters until the waning rounds and a tendency to draft bad right-handed starting pitchers in the early rounds, the computer can draft a competitive team. A new module also allows the computer to approve or deny a trade suggested by a human player. This module errors on the side of conservatism, but is very useful when you need to fill a specific need on your team and don't want to affect the balance of your league by robbing a computer opponent.

Perhaps the biggest improvement in STRAT-O-MATIC is one that won't affect game play. Last year's release suffered from a copy protection system that was undeniably user-hostile. The master disk could only be installed once. For future use, an "uninstall" was required. Worse, if there was a hard disk crash, users had to call the company and request a "remote reset."

News of this system traveled quickly and drove many potential buyers to purchase other products. In an attempt to better please customers while still retaining a degree of protection for their product, STRAT-O-MATIC now uses a key disk. A more convenient alternative allows installation of a key file which bypasses the floppy drive check.

ROLL THE DICE AND MOVE JIM RICE

Aside from the graphics and league functions, STRAT-O-MATIC is an exact computer replication of its board game. The board game is centered around a set of player cards Strat-O-Matic produces every year. Each major leaguer has an individual card, reflecting his statistical performance for the entire season. Players roll dice to start an at-bat, with half the die rolls resulting in play resolution on the hitter's card and the rest using information from the pitcher's card. One out of every seven outcomes on the pitcher's card leads to an individual's fielding rating, which is how the game incorporates individual defensive abilities.

The computer version rolls its own digital dice internally and follows the same algorithm as the board game. This means 50 percent of all plays are solely determined by the hitter, about 36 percent solely by the pitcher and 14 percent by the

ULTIMATE GAME PERFORMANCE

PC PEDALS™

Patent Pending

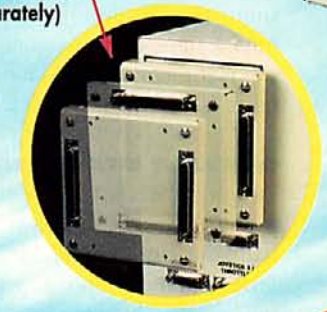
AIRPLANE/CAR PEDALS & REVOLUTIONARY SWITCHING CENTER

Designed with safety in mind by eliminating all "pinch points"

Coupling/decoupling system to mechanically switch between car and airplane modes

Expansion port for use with 3 modules (expansion modules sold separately)

Stylish, durable steel enclosure





Mode select switch

Four game device input ports for joystick 1, joystick 2/throttle, IDD's PC Stick Shifter™ and IDD's PC Steering Wheel™

Three durable steel pedals with individual long life-cycle sensors

Solid State, 8-way switching system with LED mode indicators

Press the clutch and shift into first gear. The engine starts to whine as you press the accelerator pedal. The light turns green. Drop the clutch and the tires begin to squeal. You timed it just right as you shift into second gear. Your in first place right off the starting line!

"...Maverick you've got a boggy at 2 o'clock! Quick, you don't have time to maneuver to him, just point your nose and fire!" You push your right pedal hard to slew the business end of your FA/18 at the enemy just in time, "FOX 1 OFF!" The missile was right on target, "Splash 1!" These are just a few of the exciting times you can enjoy with the new PC Pedals. Only from InterACTIVE Digital Devices!

PC Pedals™ provides realistic auto clutch/brake/accelerator and aircraft rudder pedal control. PC Pedals can be used with many types of games including flight simulators, car simulators, action/adventure games and many more! No more plugging and unplugging peripheral devices, the PC Pedal's internal, solid state switching center automatically activates the desired devices at the touch of a button.

OTHER FEATURES INCLUDE...

• Resume mode- remembers mode last used for easy resumption of play • Full range sensor travel for exceptional electrical resolution • Enjoy upgrade capability by adding up to three expansion modules

COMING SOON!

PC STICK SHIFT™
adds a realistic stick shift for use on automobile computer games and simulators. Works with PC PEDALS™.

EXPANSION MODULES
allow connection of new peripheral products through your PC PEDALS™ automatic switching system. (See photo above).

IDD

Dealer Inquiries Welcome

Foreign Sales Welcome

For more information or to order these and other exciting products, contact:
InterACTIVE Digital Devices, Inc., 6730 West Chicago Street, Suite 5, Chandler, AZ 85226
Phone: (602) 940-0340 • BBS/FAX: (602) 940-0031

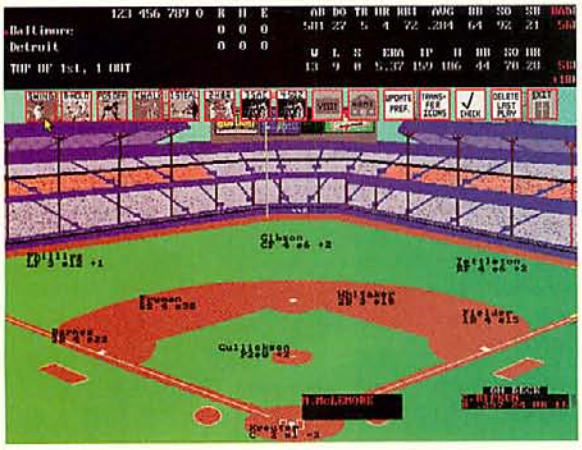
MasterCard VISA

*InterACTIVE Digital Devices, Inc., is a diversified company developing, manufacturing and distributing computer and consumer products. All trademarks and tradenames herein are the properties of their respective owners.

fielder. It's a mechanism that was state-of-the-art back when Reggie Jackson was facing Mickey Lolich, but it's starting to show its age when compared to the accuracy of the new computer simulations.

For instance, STRAT-O-MATIC has no ability to faithfully recreate players like Ozzie Smith, who rarely strike out. But in order to simulate high-strikeout pitchers like Jose Rijo, several dice rolls on Rijo's card result in a strikeout. Although Ozzie's stats are devoid of the dreaded strikeout, he'll still end up striking out about twice as often as he does in real life because of pitchers like Rijo.

In addition, the cards are separated into left and right-handed results, so that players have two completely independent sets of play results. STRAT-O-MATIC assumes that real-life performances fall in the center of the distribution of what that player is capable of attaining. While acceptable for full-time players, this can lead to abuse of the system when dealing with part-timers. In real life, Dave Gallagher, a right-handed outfielder, hit .310 in 58 at bats against right handers and .259 in 143 at bats against left handers. The computer manager, knowing this, used Gallagher 233 times against right handers and only 48 against left handers in a season simulation. This made Gallagher much more productive than in real life.



SWITCH ON AN AMERICAN ICON With STRAT-O-MATIC you can run even old Hammerin' Hank through a season's paces.

In all fairness, veteran human players are just as aware of how to manipulate the player stats to their advantage. In many STRAT-O-MATIC leagues, you'll see rosters of teams that include a number of right-handed hitters who had very small numbers of at bats. These hitters start exclusively against left-handed pitching and render top-notch left-handers average in league play.

STRAT-O-MATIC also falters when dealing with any statistics where extremes are frequent. This is because each hitting or pitching card is set up as half of the confrontation between that player and an average hitter or pitcher in the league. So a hitter who blasts a lot of home runs is a powerful hitter against every pitcher in the league.

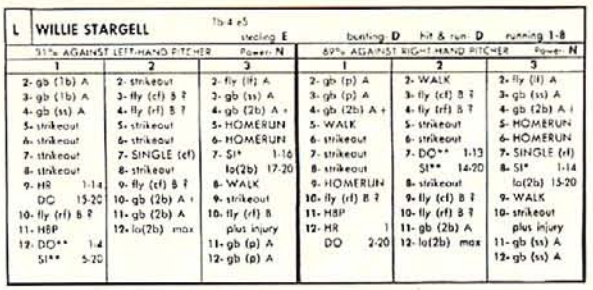
When home-run champion Barry Bonds faces Rijo in Riverfront Stadium, which is very long-ball friendly, he hits homers in 9.5 percent of his at bats. Against Rijo's teammate Bobby Ayala, who is much more homer-prone than the stingy Rijo, that number is 10.9 percent. These numbers represent a very tiny difference, despite the fact that the two pitchers are vastly different in their real-life abilities to keep opponents from hitting home runs.

As a result, Bonds' home run production is higher than it should be because the best pitchers are lowered to a common denominator. In one of five test league simulations, Bonds nailed 67 home runs, six higher than the Major League record. Bonds had 46 homers in 1993.

Two more simulation problems leave the competition opportunity to surpass STRAT-O-MATIC. Pitchers who both start and relieve games perform equally well in both tasks. So a very good reliever who did not perform well in a couple of spot starts can be an excellent starting pitcher.

The fielding system is intricate to the point that Greg Maddux is more of a groundball pitcher against left-handed batters than right-handed batters. Still, the system is fatally flawed, since fielder ratings only apply during the specific 14 percent of play resolutions that occur on every single pitching card. Therefore, a lousy shortstop is just as valuable to Maddux as a top-notch shortstop. Ball-park effects, too, are independent of a fielder's ratings. Even Dave Kingman would look like a gold-glover in the spacious Astrodome. In an unusual, yet conscious omission, STRAT-O-MATIC does not provide conventional fielding statistics.

STRAT-O-MATIC provides a flexible league interface, allowing up to 75 transactions per team during the season. You can also create new players using the Fringe Creation module. These players produce realistic statistics, but do not have a player card. STRAT-O-MATIC allows up to 40 players on a roster, and, if enabled, will automatically decide which 25 should be active for each game. Injuries are part of league play as well, but do not accurately simulate real-life injuries. Pitchers rarely miss a start and only once or twice a season is someone injured long enough to require a trip to the disabled list.



L	WILLIE STARGELL			Tb 4 r5		
			stealing E		batting D hit & run D	running 1-8
	31% AGAINST LEFT-HAND PITCHER		Power N	69% AGAINST RIGHT-HAND PITCHER		Power N
	1	2	3	1	2	3
	2- gb (1b) A	2- strikeout	2- fly (lf) A	2- gb (p) A	2- WALK	2- fly (lf) A
	3- gb (1b) A	3- fly (cf) B ?	3- gb (ss) A	3- gb (p) A	3- fly (cf) B ?	3- gb (ss) A
	4- gb (ss) A	4- fly (rf) B ?	4- gb (2b) A +	4- gb (2b) A +	4- fly (rf) B ?	4- gb (2b) A +
	5- strikeout	5- strikeout	5- HOMERUN	5- WALK	5- strikeout	5- HOMERUN
	6- strikeout	6- strikeout	6- HOMERUN	6- strikeout	6- strikeout	6- HOMERUN
	7- strikeout	7- SINGLE (cf)	7- SI* 1-16	7- strikeout	7- DO** 1-13	7- SINGLE (rf)
	8- strikeout	8- strikeout	lo(2b) 17-20	8- strikeout	SI** 14-20	8- SI* 1-14
	9- HR 1-14	9- fly (cf) B ?	8- WALK	9- HOMERUN	8- strikeout	lo(2b) 15-20
	DO 15-20	10- gb (2b) A +	9- strikeout	10- fly (cf) B ?	9- fly (cf) B ?	9- WALK
	10- fly (rf) B ?	11- gb (2b) A	10- fly (rf) B	11- HBP	10- fly (rf) B ?	10- strikeout
	11- HBP	12- lo(2b) max	plus injury	12- HR 1	11- gb (2b) A	plus injury
	12- DO** 1-4		11- gb (p) A	DO 2-20	12- lo(2b) max	11- gb (ss) A
	SI** 5-20		12- gb (p) A			12- gb (ss) A

HITS IN THE CARDS The cards from the Strat-O-Matic board game lie at the heart of the computer game's design.

ONE LAST GREAT SEASON

Despite the above, STRAT-O-MATIC still provides one of the most complete baseball simulations available. It has fallen a little behind its top competitors in providing accuracy in replay, though it does provide realistic results overall. This is a category where excellence is the norm in the genre. The improved user interface is a plus, and league play is easy to learn and maintain. The computer manager makes good decisions most of the time and provides an AI on a par with the best games in the market.

Nonetheless, STRAT-O-MATIC has neared the limit of what a boardgame design can accomplish. If the game engine is to grow, like its competitors do every year, it needs to separate the computer game from the board game and provide the tiny adjustments that are only possible with computer-moderated play. These are small criticisms when you're looking at a game that provides as much as STRAT-O-MATIC does. They may well grow more significant in the near future.

STRAT-O-MATIC BASEBALL 5.0

RATING ★★★★

PROS The great-granddaddy of baseball simulations is still great. Terrific league play options and competent manager AI will keep die-hard diamond nuts busy this fall.

CONS Some statistical oddities and limitations suggest that the systems needs some revamping.

More Players. More Levels. More Weapons. More Enemies.

The Invasion Begins On CD-ROM.

Technology licensed from
ID SOFTWARE, creators of
WOLFENSTEIN™ 3D





CORRIDOR 7™

Alien Invasion

For IPX Networks: Up To 12+ Players



Capstone™
THE PINNACLE OF ENTERTAINMENT SOFTWARE

Now available on disk and August 7 on IBM CD-ROM. To order call: (305) 591-5900 • (800) 468-7226 • BBS (305) 471-8962

Software Creations BBS (508) 365-2359, 2400 Baud • (508) 368-7139, U.S. Robotics • (508) 365-9352, 14.4-28.8K

Wolfenstein is a trademark of ID Software. All Rights Reserved. Corridor 7: Alien Invasion and Capstone are trademarks of IntraCorp, Inc. All other trademarks acknowledged.

Circle Reader Service #51

THE REBELS THINK THE FORCE IS WITH THEM.

EXPLODE THE MYTH.



Rip through the Rebel front in six unique Imperial starfighters.



New heart-stopping, interconnected battles will envelop you.



Enhanced ultra-realistic 3D graphics and gameplay.

Now you can experience Star Wars® from a new point-of-view. From the creators of X-Wing™, comes TIE Fighter™, the sequel that lets you fly for the Empire. The dark side of the Force beckons...dare you respond?

STAR WARS TIE FIGHTER™

COMING SOON FOR IBM PC AND COMPATIBLES. AT YOUR FAVORITE SOFTWARE RETAILER, OR CALL 1-800-STARWARS.

LUCASArts®

TIE Fighter game © 1994 LucasArts Entertainment Company. All Rights Reserved. Used Under Authorization. X-Wing game © 1992 LucasArts Entertainment Company. TIE Fighter and X-Wing are trademarks of Lucasfilm Ltd. Star Wars is a registered trademark of Lucasfilm Ltd. The LucasArts logo is a registered trademark of LucasArts Entertainment Company. LucasArts is a trademark of LucasArts Entertainment Company. IBM is a registered trademark of International Business Machines.

What's In A Sim?



THE TAVERN TALK TURNS PHILOSOPHICAL AS TOM BASHAM RAISES THE AGE OLD QUESTION: WHEN IS A SIMULATION TRULY A SIMULATION?

by Tom "KC" Basham

WHAT EXACTLY IS A SIMULATION? WHY IS one product raised to the illustrious status of simulation while a similar product gets blasted for being "just an arcade game?" How much reality can a simulation concede before it losses its status? I've devised four "checks" that I apply to simulations to answer popular questions about "realism."

CHECK 1: IS THE WORLD ROOTED IN FANTASY OR REALITY?

To begin with, to be qualified as a simulation a product needs to have a basis in the real world; either it uses technology that exists, technology very near to entering service, or hard scientific facts. PAC MAN is not a simulation of a dot-eating semi-circle being chased through a two-dimensional universe by colored ghosts. To the best of our knowledge, there are no dot-eating semi-circles living in a two-dimensional universe. PAC MAN is clearly a game. The premise, eat dots and don't get eaten, does not disqualify PAC MAN, the definition of a two-dimensional, dot-eating semi-circle does.

This is an extreme example, but serves to illustrate the first point: there has to be clear cut definition between "game" and "simulation." You don't just create a fictional world and then "simulate" it. You either create a fictional world, or you simulate the real world.

Don't confuse that with the storyline, though. The storyline may be completely fictional (i.e., mercenary F-16 pilots fighting for world peace in the next century) but the world can still be reality-based. STRIKE COMMANDER clearly has a fictional story with fictional characters and fictional circumstances. But, that fictional world still abides by the same laws of physics as our own world. The world of STRIKE COMMANDER works basically the same as ours, but it's environment, the political and economic structure, and the attitudes of the inhabitants differ greatly from reality. You can't simulate a fictional world, but you can simulate a real object in a fictional environment.

Of course, there is a lot of gray between the two realms of simulation and game. Is SUBWAR 2050 a simulation or

ON THE RADAR

A large object on the radar has been identified as Domark's next big flight sim project, FLIGHT SIM TOOLKIT: DOGFIGHT! THE GREAT ACES OF AIR COMBAT. A very strong source (namely, Bryan Walker, former Apache pilot, former CGW reviewer, and now designer for Domark) says that the product will be a stand-alone program, but that FST users will be able to edit it much like any other FST file. The program will model a dozen of the best aircraft from WWI, WWII, and Korea, and will incorporate head-to-head play via serial and modem connections. Domark is experimenting with a V.FAST driver that can run at 28.8 baud, but even if this does not work out, they guarantee at least 14.4. For multi-pilot games, the program will include a variety of fun scenarios (like Capture the Flag) in addition to the classic dogfight match-ups. For solo flights, Domark is also hoping to incorporate potentially revolutionary artificial intelligence code that uses expert system and neural-net techniques. The AI may not only be smart, but it could learn from your tendencies. From all of us who've downed too many predictable AI pilots, we say "Good luck and good coding."

an action game? **MicroProse** advertises it as a simulation of submarine warfare in (another) mercenary-filled world. However, the submarine fighters and carriers featured in SW2050 do not exist in the real world, nor are they likely to exist by 2050 AD. The world of SW2050 operates with the same basic rules as our own (at least pertaining to an underwater environment), the story is purely fictional, and the "simulated" devices are purely fictional.

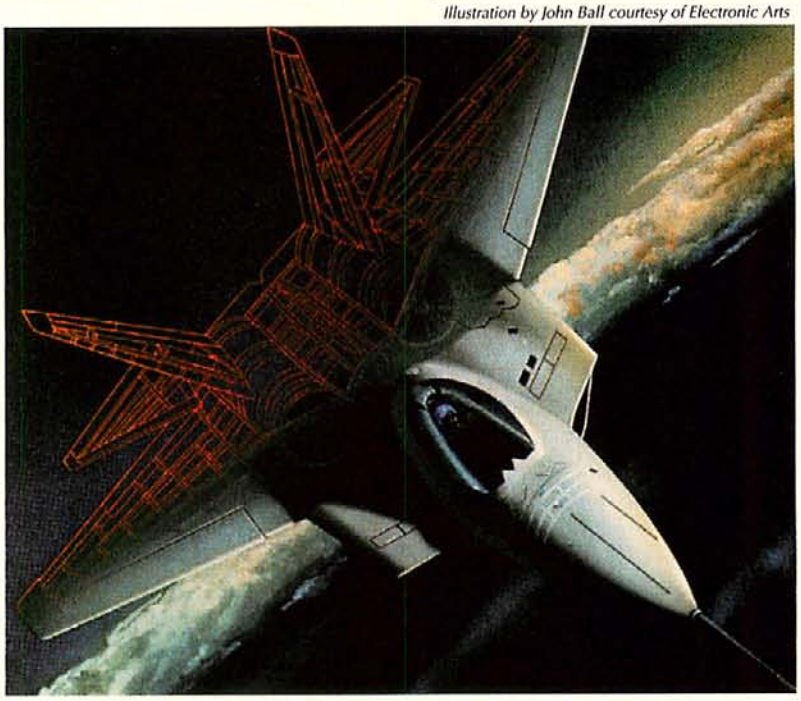
Simply recreating a few laws of physics does not earn a product the title "simulation." Suppose, for example, I write a program that models every aspect of the Earth's atmosphere and aerodynamics known to man. Then I program a mass-less, inertia-less, friction-less object that I can move through my complex world. I wouldn't consider that a simulation of a mass-less, inertia-less, friction-less object operating in the real world. Further, I wouldn't consider this product even an Earth simulation since there is no way for me to experience or interact with atmospheric and aerodynamic elements programmed therein. In like vein, I do not consider SW2050 a simulation. It does not either a) simulate a real world technology, nor b) allow you to interact with a realistic underwater environment. That doesn't mean SW2050 isn't fun, it simply means I consider it purely fictional and not a simulation.

CHECK #2: DOES IT FOLLOW THROUGH WITH REALITY?

Second, a simulation must approximate the functions of the simulated item by accepting the appropriate inputs and providing a reasonable facsimile of a response. This is a harder issue to deal with. STRIKE COMMANDER, for instance, made it through the first check as a simulation of an F-16 set in the future. Now, the second check gets down to the nuts and bolts: is it really a simulation of an F-16? The game takes many liberties with the flight and weapons models for the sake of game play. The on-screen aircraft does follow the joystick inputs, but doesn't follow them the way a real aircraft would. FALCON 3.0 may not conform to every detail of aerodynamics, but it does conform to more "real world" rules than STRIKE COMMANDER. I therefore contend that STRIKE COMMANDER is not a simulation.

When discussing a simulation, the question invariably arises: how realistic is it? How well does it approximate the responses of a real-world item? I believe that before questions like that can be answered, we have to examine the *intent* of the product, and the two "checks" I've described above do exactly that. DOOM, for example, fails these checks. Although you could argue that DOOM is a simulation of a Marine in a fictional environment, DOOM does not try to model a "real" human, primarily evidenced by the "health meter" and picking up "health packs." No human could take the abuse the DOOM hero takes, and there aren't any Stim-paks lying around on the sidewalks of the real world.

Illustration by John Ball courtesy of Electronic Arts



What about contested products such as GUNSHIP 2000 and F-15 STRIKE EAGLE III? Many debates have raged over whether these are games or simulations. I've been a fairly vocal critic of certain aspects of both GS2000 and F-15SEIII. But, before we dismiss them as "non-simulations" we have to apply the above two checks. Both GS2000 and F-15SEIII attempt to model a real-world object, and both do try to provide approximations of how the craft work in the real world. While I don't particularly like some of the "approximations" these products make, I accept that both of these products *try* to be a simulation.

CHECK 3: COMPARE THE NUTS AND BOLTS

That brings us to the third point. Once we've determined that the product does try to be a simulation then the question of "realism" comes in. Realism is invariably an emotion-filled, subjective debate. Why? Because this third check, "how realistic is it," has many subordinate questions to be answered. Checks #1 and #2 were each singular in nature; they looked at a single aspect of the product and compared it against my personal definitions. Classifying "realism" isn't nearly so neat.

For example, compare INDYCAR RACING from **Papyrus** with WORLD CIRCUIT from **MicroProse.** Both model a real world vehicle. Both provide reasonable approximations of car handling. The key words, though, are *reasonable approximations*. Everything does not conform to real-world specifications; corners were cut somewhere. For example, ever try driving backwards down the track? "Death Indy," or racing the wrong way around the track trying to cause wrecks, was a favorite among the original players of INDY 500. You can still do this in the new INDYCAR RACING, but not in WORLD CIRCUIT.

OK, so what's that got to do with realism? You'd never go zooming around the track in the wrong direction in a real-world race. But think about the ramifications of not being able to go backwards. Ever lose control of your car and go spinning down the track? I have. When you stop yourself in INDYCAR RACING, which direction are you pointed in? Who knows? The numbers are crunched, the bits are set, and there you wind up. Try the same thing in WORLD CIRCUIT. Where do you wind up? *Always* pointed the correct direction down the track. A spin in WORLD CIRCUIT cannot stop in any other direction because you would have to travel in a disallowed direction to return to the track. So, is that a nit-pick? Maybe. Nonetheless, it indicates that spins in INDYCAR at least give the appearance of being based upon speed, friction, force vectors, etc, while spins in WORLD CIRCUIT are "hard-coded." Every spin in INDYCAR can be different; every spin in WORLD CIRCUIT feels and looks the same. Nit-pick or not, INDYCAR is more realistic than WORLD CIRCUIT in this respect.

In this respect? That's right, in this one, particular, nit picky aspect. We can't dis-

ZEPHYR™

JOIN THE BATTLE!



- 3-D rendered tanks and obstacles.
- Intense combat action.
- Easy to use keyboard, mouse, or joystick interface.
- Complete network and modem support allow up to six human and/or computer players.

ZEPHYR is the ultimate 3-D, futuristic tank simulator from New World Computing. Strap yourself behind the control panel of a state-of-the-art Zephyr battle craft and blast the competition to atoms. Pilot your Zephyr through subway systems, under water, and over alien landscapes as you vie for fame, glory, and corporate sponsorship.

NEW WORLD COMPUTING, INC

P.O. Box 4302, Hollywood, CA 90078

Available at your local software retailer or order direct from New World Computing at 1-800-325-8898 (818-889-5650 outside the U.S.), or by mail: P.O. Box 4302, Hollywood, CA 90078-4302.

© 1994 New World Computing, Inc. Zephyr is a trademark of New World Computing. New World Computing and its distinctive logo are registered trademarks of New World Computing, Inc. All rights reserved. IBM screens shown. Actual screens may vary.

miss WORLD CIRCUIT simply over the spin process. Maybe WORLD CIRCUIT models fuel consumption better than INDYCAR. Now what? Which one is "more realistic" overall? Once we get into the third check we have many individual aspects to evaluate. So let's revisit F-15 STRIKE EAGLE III. Avionics-wise, it's one of the most complex flight simulators ever. The flight model is a mixed bag. Some aspects of flight performance, such as weight and altitude effects, broke new ground. Other aspects, such as aircraft response to flight inputs, were somewhat dismal. The aircraft wonderfully performed differently at 40,000 feet than it did at 10,000 feet. However, the aircraft responded to joystick movements as if it was mounted on rails in the sky. Changes were instantaneous. Every pilot, from novice to triple-ace, got maximum-performance handling response. This doesn't disqualify F-15 SEIII as a simulation, especially since it excels in other areas, but it does reflect poorly on its overall "feel."

CHECK 4: ARE YOU THERE?

The "feel" of a product is the fourth and final check of a simulation: given that the PC cannot recreate a world full of physical and sensory indicators, does the simulation make you *feel* as if you're really there. You could program a blank screen with blocks of numbers indicating airspeed, altitude, heading, throttle setting, etc, that conform to every known aerodynamic aspect of a given plane, but gives absolutely *no* feel to it. In my opinion, feeling that "you're there" is of extreme importance. I want every aspect of my flight/racing/submarine simulator to conform religiously to real-world specifications, but equally, I want to be convinced that I'm really in a virtual world. F-15SEIII meets checks #1 and #2, excels partially against check #3, and fails a single aspect of check #3 that really disrupts check #4. Further, F-15SEIII featured the you-versus-the-world, take-a-dozen-hits-and-keep-going world interaction. Although F-15SEIII conformed to many real world specs and exceeded FALCON 3.0 in many flight modeling areas, in the end there were many things in F-15SEIII that "burst the bubble," that constantly reminded me *this isn't for real*. In summary, something can be an excellent simulation yet provide little or no feeling of being there, which is what we all come to this hobby for.

Tom Basham's mailbox is open to comments, questions, or complaints. You can reach him on CompuServe at 73760,1251.

Top Or Flop Gun?

THE ACE MAKER Air Combat Training Video

by Tom "KC" Basham

Check six, Pete Bonanni, there's a new air combat video in town, Eric Bishop's, THE ACE MAKER. Directly competing with Bonanni's and **Spectrum HoloByte**'s ART OF THE KILL (AOTK), THE ACE MAKER videotape illustrates various air combat maneuvers using footage from both real SNJ "Texan" trainers at North American Top Gun and from **MicroProse**'s new 1942: PACIFIC AIR WAR. The video tape is unique in that it illustrates combat maneuvers from the pilot's perspective, rather than with the traditional three-dimensional diagrams used in most ACM schools, but in the end this approach is reminiscent of Amelia Earhart's legendary last flight: It seemed like a good idea at the time but never makes it to the destination.



The ACE MAKER video is roughly 37 minutes long, with slightly less than 26 minutes devoted to air combat tactics, and over 11 minutes used for advertising various products. Interlaced with interesting WWII combat footage, the 26 minutes of training, unfortunately, provide little or no air combat maneuvering (ACM) background. To understand the maneuvers illustrated, the viewer must already be familiar with most ACM jargon and the basics of energy management. The video spends ten minutes with a short discussion on situational awareness and the three phases of air combat (detection, closure, and attack), then moves into air combat maneuvers.

Unfortunately, the remaining 16 minutes are not sufficient to provide any significant discussion of the 14 different ACM topics covered. Maneuvers are discussed rapidly with little more than a cursory examination of their air combat use. Novices unfamiliar with the jargon will find this brief discussion confusing and difficult to follow. Veterans well versed in ACM-speak will undoubtedly find themselves advanced well beyond ACE MAKER. The information provided in ACE MAKER is accurate, but many details and qualifiers surrounding each maneuver are not discussed.

For example, take the brief discussion on lead pursuit, or pointing your aircraft's nose ahead of the target. It is accurately defined as a method for increasing closure on a target and providing lead for gun shots. The narrator accurately states that pulling lead requires an increase in turn rate, which results in a loss of speed. The video fails to mention the ramifications of speed loss. The entire topic of instantaneous and sustained turn rates is totally ignored.

Significant details of other maneuvers are also omitted. The high yo-yo, primarily used to reduce angle-off-tail (AOT) by using the vertical, and secondarily used to slow closure rate, is accurately described. However, no indication of "angle off tail" is given, or the ramifications of a high or low AOT. The video states that the high yo-yo converts speed into a good firing position. This is technically true, but requires careful implementation for success. A single, large yo-yo is rarely as effective as numerous, sequential, small yo-yos, a fact not mentioned in ACE MAKER.

In summary, ACE MAKER covers ACM topics too briefly to benefit inexperienced flight simulation pilots and provides too little information to attract veterans. ACE MAKER would be better served by dumping the advertising and lengthening the tactical discussions. Perhaps it will do so in the forthcoming THE ACE MAKER II: WINGMAN.

THE ACE MAKER, $19.95, VHS. For more information, contact Keyboard Commander Corps (800) 262-6066.

FLY THE BEST!



THE BEST GAME CONTROLLERS FOR YOUR SYSTEM

CH Products offers gamers quality joysticks, flight yokes, gamecards, and trackballs for all games and simulations. We've taken our line of IBM peripherals and expanded into Macintosh and 3DO.™ From advanced computer pilots and auto racers to those just taking off, CH Products has the right controller for you, all Made-in-the U.S.A.

CH PRODUCTS

CH Products lets you fly higher, move faster, reach farther!



CH Products / 970 Park Center Drive / Vista, CA 92083
Phone: 619.598.2518 Fax: 619.598.2524

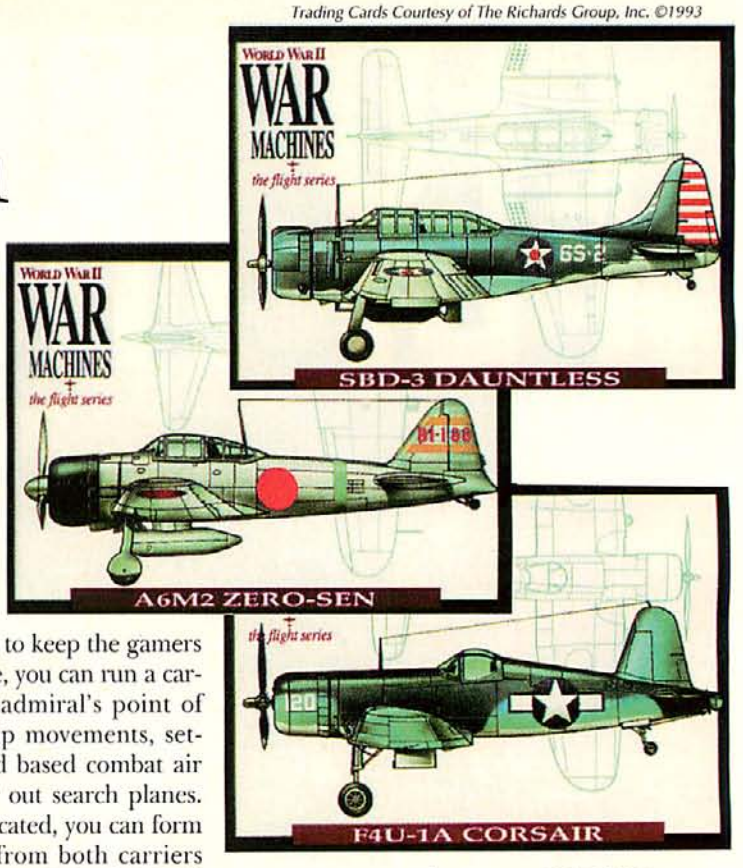
Circle Reader Service #190

Zeroed In On The Pacific

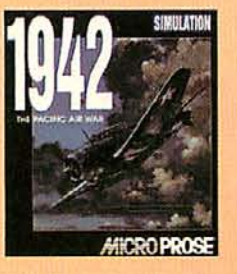
MicroProse's 1942: The Pacific Air War Has A New Standard In Its Crosshairs

by Doug Fick

Trading Cards Courtesy of The Richards Group, Inc. ©1993



1942: The Pacific Air War



Price: $59.95
System: IBM
Requirements: 386-33 or better (486-33+ recommended), 4MB RAM, VGA graphics, 14MB hard drive space, joystick, mouse; supports AdLib, PAS, Roland and Sound Blaster sound cards.
of Players: 1-2 (with promised modem-to-modem upgrade)
Protection: None
Designers: Ed Fletcher, John Paquin, Mike Rea
Publisher: MicroProse
Hunt Valley, MD
(800) 879-PLAY

With the release of MicroProse's 1942: The Pacific Air War, the air war over the seas and islands of the Southwest Pacific easily become the most heavily portrayed theater of operations in flight sims. This title represents at least the fourth simulation dealing with the conflict between the Americans and Japanese. With such a fierce host of opponents, MicroProse was forced to pull out all the stops in order to maintain their reputation as a sim builder of the first order.

1942 covers the most intense period of aerial fighting during the war, starting in May of 1942 at the Battle of the Coral Sea and running until June 1944 at the Battle of the Philippine Sea. In the Japanese corner, wearing the distinctive Rising Sun, are the A6M2 Zero, B5N Kate and D3A Val. Flying for the Red, White and Blue team are the F4F Wildcat, F6F Hellcat, F4U Corsair, SB2 Helldiver, SBD3 Dauntless, TBD1 Devastator and TBF Avenger. 1942 is strictly a naval simulation, and while such fighters as the P-40, P-39 and P-38 play a role in its world, they can't be flown by the player.

NEW TWISTS AND TURNS

Along with the standard features present in most flight sims, MicroProse has thrown in a few twists to keep the gamers on their toes. For one, you can run a carrier battle from an admiral's point of view, controlling ship movements, setting carrier and land based combat air patrols, and sending out search planes. Once the enemy is located, you can form and launch strikes from both carriers and island airfields. As the battle is joined, you can then jump into the middle of the action as one of the pilots involved.

What's more, if luck or skill deserts you and that once vivid blue Corsair is nothing but charred rubble heading for a quick swim, you can jump into any of the other aircraft involved in the battle and seek instant revenge. Both features add a lot to the overall appeal of the game, lending it both strategic and tactical depth of play unmatched by any other simulation.

At the highest level of detail, 1942 presents a visual image that surpasses any simulation I've seen. The detailing and Gouraud shading blend to create aircraft that could only have been displayed as static art two years ago. It's a testament to how far and fast both computers and programming have come to allow such complex shapes to be redrawn at 20+ frames per second.

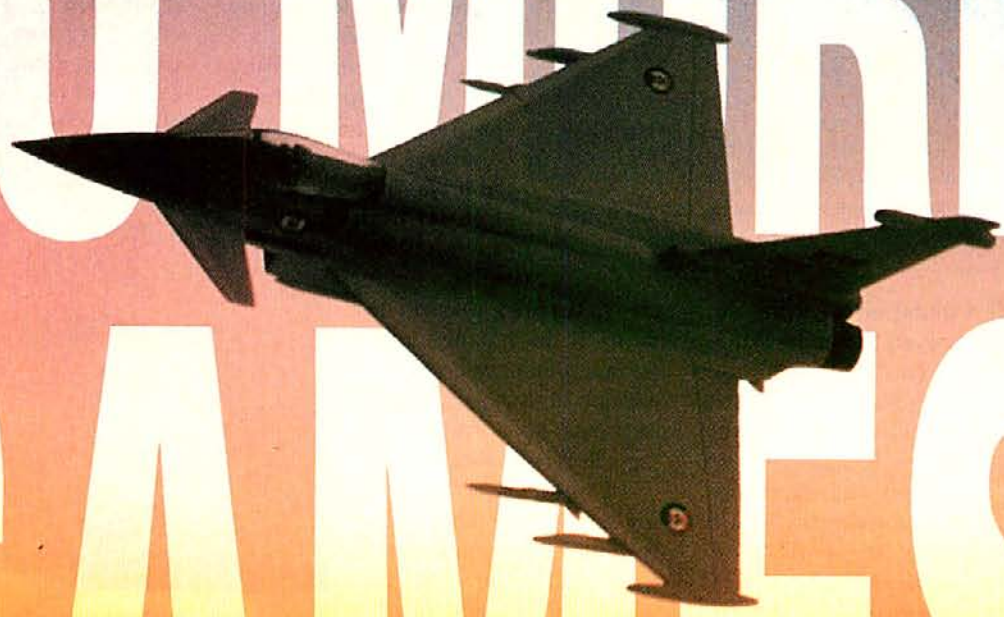
All of this detail doesn't come at too great a cost, at least on a 486-66MHz system. Even with 16 aircraft in the same piece of sky, the frame rate is usable with only a slight bit of frame chop. After turning down the graphic detail, the frame rate increases to a very smooth level, and makes flight control much better. Even at the lower detail levels, the graphics are still equal to or better than most other simulations, so the trade off of detail for frame rate is hardly a bum deal.

As for the audio performance, it is terrific with a Roland or other MIDI processor. With a Sound Blaster, it's awful! I find it surprising that so much attention was given to the Roland, which has such a small market share, while the multitude of Sound Blaster owners in the gaming community were ignored. MicroProse must fix this with one of their add-on disks, and soon. Digital sound is planned as a free upgrade, so let's hope this is an empty complaint by the time this article hits the street.

A MODEL MODEL

1942 pushes hard to deliver some of the most realistic flight modeling yet seen in a World War II simulation. Having never flown a Corsair or Zero, this comment does not come out of personal experience, but out of a simple test I apply to all sims: If a flight simulation forces you to fly an aircraft in the same manner that it was flown historically, then the designers did their job.

NO MORE GAMES



TFX™
TACTICAL FIGHTER EXPERIMENT

You're finished with training... Had your fun and games. Now it's time to face reality in the most sophisticated aerial combat simulation ever created for your PC—TFX: Tactical Fighter Experiment.

Grab the controls of any of three USAF-spec flight models and spread democracy over five million square miles of topographically accurate landscape.

Equipped with ASRAAMs, Mavericks, M61s, laser-guided GBUs...you're fully loaded to tackle more than 200 "real-world" campaigns, based on today's geopolitical realities. And to keep you sweating bullets, from Somalia to Sarajevo, the skies are swarming with AI-programmed bogeys that'll make you pay for your mistakes...with your life.

Log on and engage in TFX. This time, you're not just playing games.





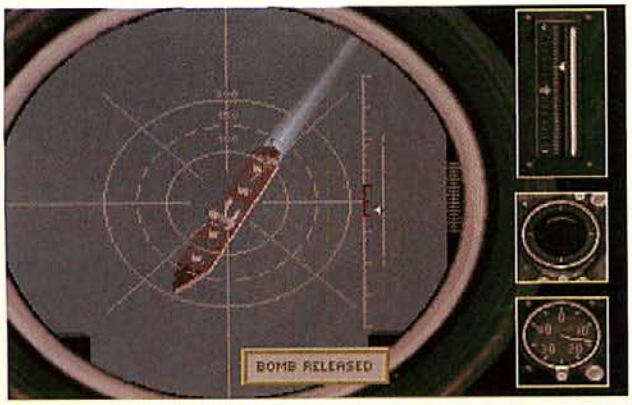


ocean

Ocean of America
1855 O'Toole Avenue, Suite D-102
San Jose, CA 95131
(408) 954-0201

WIN the TFX "Be A Real Fighter Pilot" Contest. See Package for Details.

TFX © 1993 Ocean of America. All rights reserved.
Ocean is a registered trademark of Ocean Software Limited.



SAYONARA! A Douglas SBD-3 Dauntless dive bomber has got a destroyer dead to rights.

Sure enough, I found myself flying the same tactics that proved themselves time and again over the Pacific. At the same time, the game seems to have a much better balance than the Other Pacific War simulation, ACES OF THE PACIFIC. In ACES the Japanese Zero was outgunned and underpowered. To have scored many kills in one would seem a miracle, yet the great Japanese aces all got the majority of their kills while flying the venerable A6M. In 1942, I discovered that getting into a large furball with my nimble Zero would let me take lots of quick shots at targets of opportunity. Because of the Americans' speed advantage (except with the Wildcat), shots tended to be fleeting and dynamic, requiring a lot of practice to gain any level of proficiency.

At the same time, flying one of the two American juggernauts, the Hellcat or Corsair, I was comfortable with blasting through the fight at high speed, then once well clear, turning around for more. If the Japanese plane saw me coming, at best I'd get a quick high aspect shot on each pass, so once again, scoring kills is no easy task.

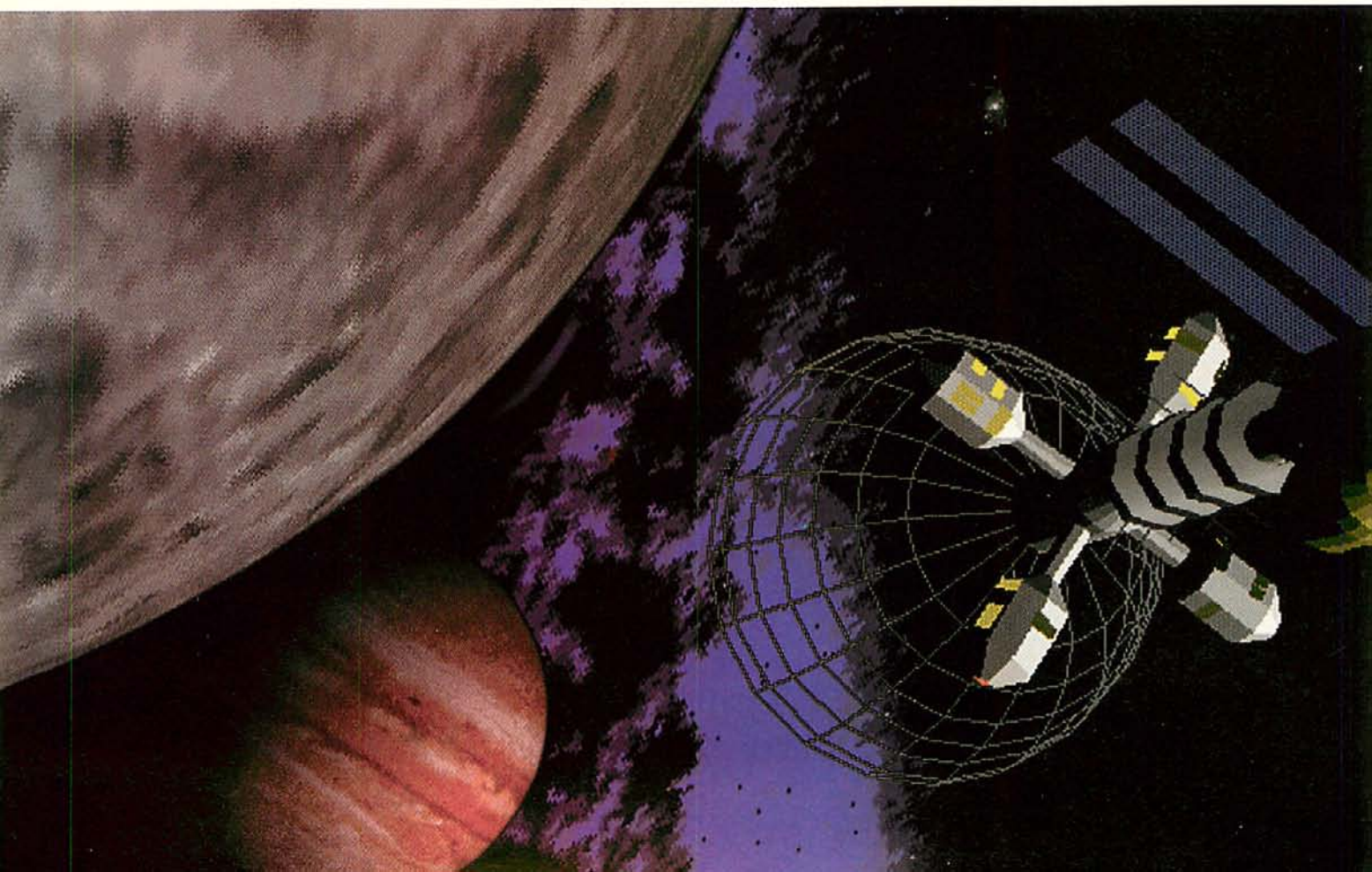
All in all, I was very impressed with the flight model feel, and, more importantly, the overall balance that came with it. Of the games that I've spent time with, only on-line AIR WARRIOR has a more realistic flavor, and that due mostly to the human adversaries.

Next to the flight model, perhaps the most important aspect of a flight simulation is adversary artificial intelligence. Blasting legions of bad guys out of the sky can be fun, but that isn't what a simulation is all about.

In 1942, the adversaries fly a solid plane, but nothing to challenge David McCampbell (34 kills) or Tetsuzo Iwamoto (100 kills). In large furballs, this deficiency isn't too noticeable, as the adversaries seem to take advantage of mistakes, but



DETAILS, DETAILS A flight of F4F Wildcats show their texture-mapped stuff in a left echelon while flying CAP over the Coral Sea.



don't fly with a lot of imagination. It's in a one-on-one fight that it becomes obvious there's a little confusion within the computer. I've deliberately entered a big bogey-gathering turn to see what would happen and have been surprised at how long it takes for the computer to decide that enough is enough. At best it can be described as hesitant behavior. I don't want to mislead; my quibbles aren't huge, and I find the bigger fights very challenging and fun, but I hope MicroProse will continue to refine the AI code as the series progresses. [*MicroProse has an Army Air Force and a European theatre game on their drawingboard. —Ed.*]

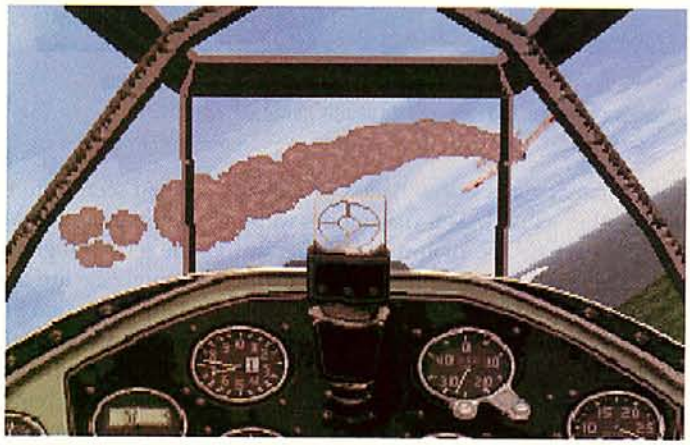
THE VIRTUAL VIEW

There is only one thing to say about a feature MicroProse calls "the virtual cockpit": it's The New Standard. Every simulation from now until virtual reality will be compared to 1942 in this area. The virtual cockpit allows you to "slew" their eyes around within the cockpit and, once an adversary is spotted, lock onto it for continuous tracking. FALCON 3.0 had something "virtually" identical, but the improved graphics and close-in nature of World War II simulations make 1942's version seem far superior.

My only real gripe with the view is that it's hard to keep track of pitch and roll attitude in a dynamic fight. I wouldn't mind seeing a small indicator in the corner of the display that represents the airplane's attitude. Some might consider it a cheat, but remember, a flat screen monitor can't portray what is intuitively obvious through body awareness in an aircraft. When I fly an F-16, if I know that I'll be performing a very high-G maneuver I'll lock my head into place. This allows me to track a bandit all the way through the initial 9G part of the turn by merely moving my eyes. It also helps prevent neck injuries or even getting my head stuck backward against the headrest or forward against my chest (most unpleasant).

Even though I can't move my head around for seconds at a time, I'm still acutely aware of what my plane is doing and can make fine adjustments accordingly because of body awareness. This is why I've always been a big fan of the external track mode. It most closely represents the feedback that comes natural in an aircraft. I'd love to see 1942 add an external track, but the virtual cockpit is so good that if I had some indication of attitude, I'd be happy.

I wasn't so impressed with the other view modes provided. The external view options are fine and very similar to any of



SWISS CHEESE The A6M Zero's maneuverability fails to save it from the cannons of a seasoned Hellcat pilot.



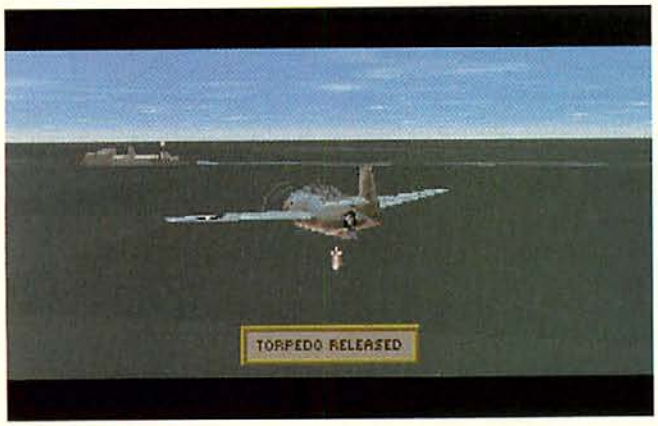
If it were any more real, you'd be drinking Tang.

New Microsoft® Space Simulator is so authentic, the Johnson Space Center at NASA has asked for it. Select your spacecraft from our fleet and blast off. Once in space, command your ship in our free-flight mode. Explore the fiery red canyons of Mars, or the explosion of a supernova, all based on actual satellite data. It's just one of the realistic simulations we have waiting for you to take control. To get off the ground, shuttle over to your reseller and pick it up.



Microsoft Home

© 1994 Microsoft Corp. All rights reserved. Microsoft is a registered trademark of Microsoft Corp. Flight Simulator is a trademark of Bruce A. Artwick.



DROPPING ITS LOAD **A TBF Avenger Torpedo Bomber lines up some Japanese tonnage and releases its deadly cargo.**

the Dynamix' games (RED BARON or either of the ACES games). The view modes within the aircraft are of limited value, so you'd better get good at the virtual cockpit or suffer.

With a set of rudder pedals and a THRUSTMASTER MARK II WCS, I was set to fly with style. Once I disabled these great add-ons, the game became much more demanding. Keystrokes and control layout didn't receive the attention they deserve, and play suffers for it. The best example is in the virtual cockpit. Locking the view to the adversary requires hitting the 'J' key. If you want to re-center the view you must hit 'J' again to unlock the bandit and then hit the 'C' key. Ever try finding 'J' and 'C' quickly? This is one area that needs to be rethought and reworked. It's cumbersome enough to turn off some potential fans of the game.

FINAL INSPECTION

When seen from the larger perspective, it is apparent that MicroProse was aiming at the serious flight sim fan with 1942. While it might be fun for the more casual pilots, there is a good chance that the difficulty level might turn off some. Those willing to work through some of the small annoyances will be rewarded by the game. With most sims, my interest wanes fairly quickly, but 1942 has staying power to spare.

With its great graphics, frame rate, virtual cockpit, and overall feel, 1942: THE PACIFIC AIR WAR is a winner, especially when played with the right support equipment. There are a few weak spots, most notably the poor control layout, but if the READ.ME file is any indication, MicroProse wants to go all out to support this series of programs, and may yet address most complaints. (To start, MicroProse has promised a free modem-play upgrade). With these minor refinements, 1942 may well become the date on every simulation fan's lips.

Doug Fick's other car is an F-16. He has logged over 1500 hours in the craft as an instructor pilot in the National Guard.

1942: THE PACIFIC AIR WAR

Rating: ✸✸✸✸

PROS Great graphics, frame rate, the virtual cockpit, and the admiral's-eye strategic game make this one a contender for flight leader in the WWII sim squadron.

CONS Sound Blaster support is terrible. Enemy AI certainly isn't Einstein on wings. Beyond that, there are small flaws that may be corrected in updates.

Cool, new 'Sim products from Keyboard Commander Corps...

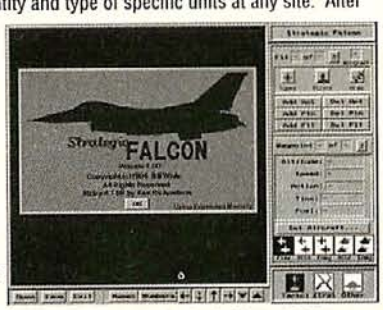
Congratulations, your orders came in. The Joint Chiefs have finally come to their senses and promoted you to theater commander. You now have control over ALL aspects of Falcon® 3.0's campaign theaters. Introducing a new wargaming experience...

ONLY $24.95

Strategic FALCON™

Campaign Enhancement for Spectrum HoloByte's Falcon® 3.0

- **TACTICAL FEATURES:** Add, remove or alter any F-16, Allied or Enemy flight, including aircraft type, weapons, waypoints and actions. Add, remove or alter ALL ground forces including types, strength, and paths. Set the "temperament" level of all forces and the skill of Allied or Enemy pilots. Watch as the "*Synchronized Timing Trace*" feature retraces all flight routes to verify timing and coordination!! And more!
- **STRATEGIC FEATURES:** Change the occupation, strength, capacity and rate of growth of any site. Alter the quantity and type of specific units at any site. Alter the site "structure" of the theater and how sites re-supply each other. Move your home airbase. Set the "victory" and "defeat" sites to break through Falcon's basic scenario limitations to achieve endless variety of campaigns!!
- **OTHER FEATURES:** Place an ILS at any base. Set the weather & ceiling. Set the current day & time. Reschedule the resupply & replacement dates and times. Set the campaign macro and micro "momentum". Includes 70 page manual! And much, more!!



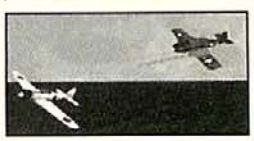
Strategic Falcon is a trademark of Bill White. Distributed by Keyboard Commander Corp. Falcon is a registered trademark of Spectrum HoloByte.

ONLY $19.95

THE ACE MAKER™

By Aces Aim, Inc.





- **Thrilling instructional video tape illustrating actual WWII aerial combat maneuvers!***
- **Each maneuver demonstrated by pilots of the North American Top-Gun flight school flying vintage WWII aircraft!!**
- **Includes simulation footage from MicroProse's *1942: The Pacific Air War*™ highlighting how each maneuver appears in PC simulator flight!**
- **Step-by-step detailed lessons make you the ace!**

*VHS format. The Ace Maker is a trademark of Aces Aim, Inc. Distributed by Keyboard Commander Corp., Ft. Lauderdale, FL. 1942: The Pacific Air War is a trademark of MicroProse, Inc. North American Top-Gun is a trademark of North American Top-Gun, Inc.

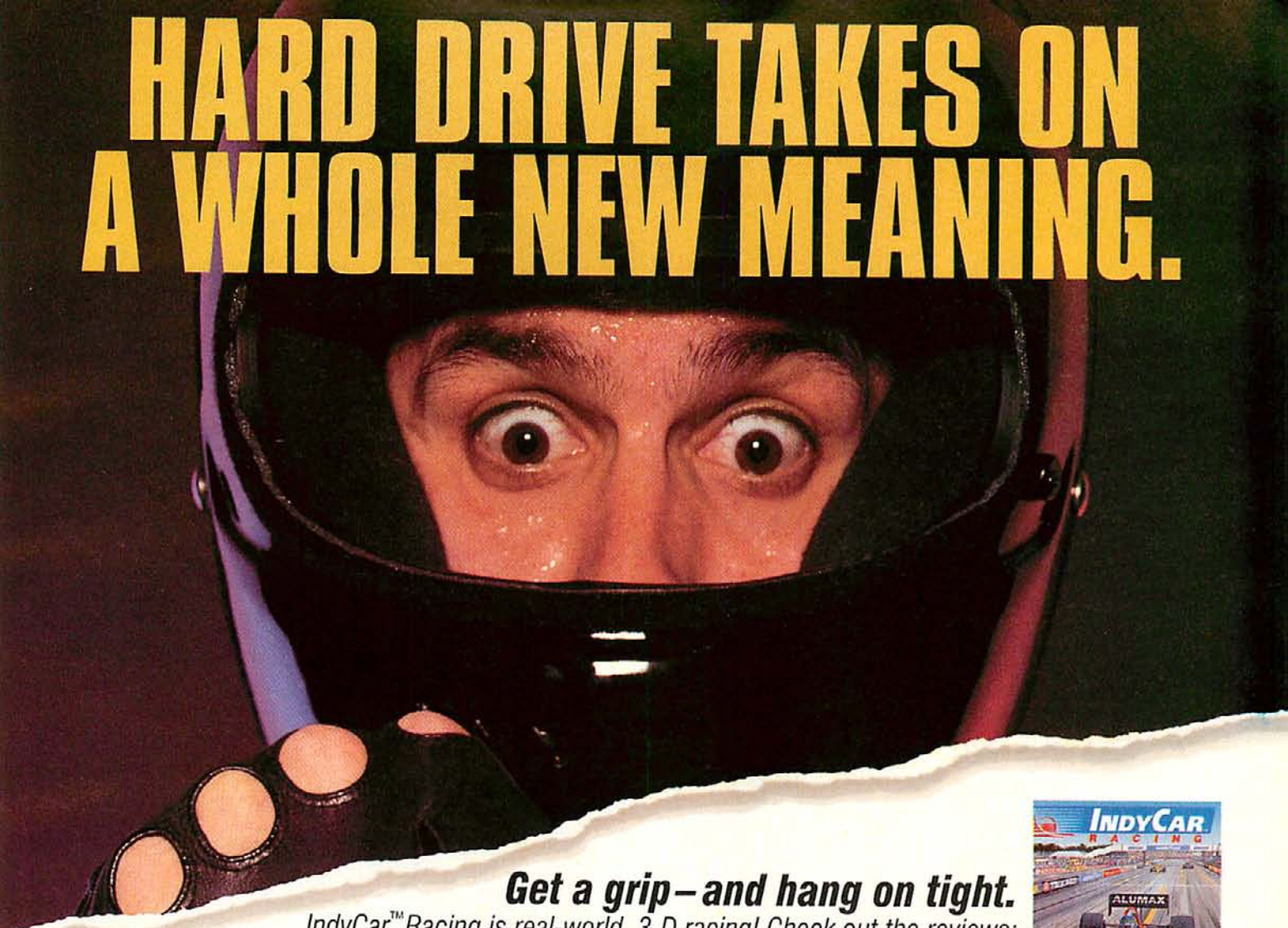
Why "Hurry up and Wait"?
Call: 1-800-262-6066
Mon-Fri. 9:00-5:00 EST

VISA MasterCard

All written inquiries to: Keyboard Commander Corp. 4839 SW 148 Ave., #504, Davie, FL 33330-2129

Circle Reader Service #80

HARD DRIVE TAKES ON A WHOLE NEW MEANING.



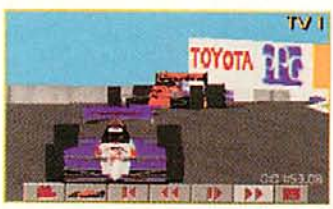
Get a grip – and hang on tight.

IndyCar™ Racing is real-world, 3-D racing! Check out the reviews:
"Phenomenal" – Computer Gaming World. ***"Scary"*** – On Track.
"Fast, furious, brilliant" – PC Gamer. ***"Nirvana for car racing fans"*** – Game Bytes.



The feel. *It's almost too real. Scream down the straight. Crest a hill and your stomach's in your throat. Corner too fast and it's panic. Brake? Gas? Flick the wheel? If you have to think, you're toast.*

Don't worry, you'll learn. But this is a win you earn.



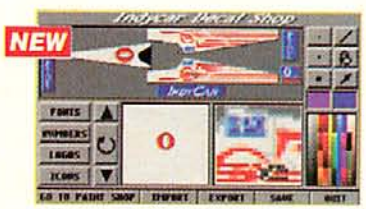
The look. *You're there. Cars, tread marks, terrain, billboards – even paint schemes and decals on real IndyCars – accurate in obsessive 3-D detail.*

The experience. *Tinker with chassis and engine set-up. Fiddle with turbo boost, wing angles and tires. Factor in tire wear and fuel load. All play a part – all can help you go faster.*



Add on 7 new tracks. *With our **IndyCar Circuits: Expansion Pack**, you can race at seven new tracks – from Phoenix to Mid-Ohio, Detroit to Queensland, Australia – the challenge always stays fresh!*

Each track has been painstakingly constructed to match the true dimensions of the actual speedway.



And now, Indy®, too! *Our engineers have mastered the feel and thrill of "The Brickyard™" – so you can, too – with our new **Indianapolis Motor Speedway: Expansion Pack**. Plus, with this add-on package, you get a Customizing Paint Kit – to update colors and decals, or just do your car your way.*

OFFICIALLY LICENSED

INDYCAR™ RACING

PAPYRUS™

Visit local retail stores, or call:
1-800-874-4607

GOLDEN TRIAD AWARD — COMPUTER GAME REVIEW

COMPUTE CHOICE AWARD WINNER 1993

CODIES

COMPUTER PREMIER 1994 WINNER

Virgin INTERACTIVE entertainment

Distributed exclusively worldwide by Virgin Interactive Entertainment, Inc. 18061 Fitch Avenue Irvine, CA 92714

Now, New Expansion Packs: IndyCar™ Circuits, plus The Indianapolis Motor Speedway!

Indianapolis 500,® Indy® and The Brickyard™ are registered trademarks of the Indianapolis Motor Speedway Corporation. IndyCar™ and the helmet logo are trademarks of The Indianapolis Motor Speedway Corporation, under exclusive license to Championship Auto Racing Teams, Inc. Papyrus is a trademark of Papyrus Design Group, Inc. Virgin is a trademark of Virgin Enterprises Inc. IBM PC screens shown. Actual screens may vary.

Circle Reader Service #153





STAR CRUSADER.

SURE YOU COULD DIE, BUT THAT'S LIFE.

- The Gorene Empire is at war with the Alien Alliance. The ally you choose and the battle strategy you devise will determine who controls the Ascalon Rift.
- Choose your ally from either of opposing sides. Fly eleven different ships loaded with weaponry. Depart for over 100 varying missions. Then switch sides for unparalleled replayability.
- Plot strategies, orchestrate battles, fly stealth missions, and conquer territories, with full combat inside nebulas and asteroid fields.
- Riveting hyper-realistic 3-D graphics, with fully texture-mapped ships, on-the-fly translucency, Gouraud and Phong shading, and cinematic multimedia videos.
- Driving music, searing sound effects and, on the CD-ROM version, fully digitized speech delivered by professional actors.



FOR IBM PC AND IBM PC CD-ROM





Distributed by GAMETEK

TAKE 2 INTERACTIVE SOFTWARE

Circle Reader Service #184

Engine Failure?



Origin's PACIFIC STRIKE Sputters After Take Off. Can It Recover?

by Tom "KC" Basham

THIS SUMMER, 50 YEARS AFTER THE D-DAY INVASION WHICH ULTIMATELY LED TO THE ALLIES' EUROPEAN victory, the air battles of World War II again rage. Bullets have been traded for bits as **Origin's** PACIFIC STRIKE brings 30MBs of airborne combat to your hard drive. This time, the war isn't just between the Axis and the Allies. While PACIFIC STRIKE players fight computer generated pilots, Origin fights its own war for market share against the recently released 1942: PACIFIC AIR WAR and the already-established ACES OVER THE PACIFIC, ACES OVER EUROPE, and AIR WARRIOR.

Like Origin's WING COMMANDER series and STRIKE COMMANDER, PACIFIC STRIKE focuses on action, role-playing, and storyline rather than hard-core flight simulation and realism. Like STRIKE COMMANDER before it, PACIFIC STRIKE includes just enough general effects to present a feel of flight, but fails to survive any serious flight model scrutiny. Different aircraft do fly differently—an F4F Wildcat will never out turn a Zeke (A6M Zero)—but serious effects like accelerated stalls, angle-of-attack, spins, compressibility at high speed, and rudder-induced roll are absent. If you're looking for gritty realism, turn the page now. If you're looking for action and a storyline with an air combat backdrop, PACIFIC STRIKE delivers. How *well* it delivers is another matter....

Pacific Strike

Price: $79.95 (Speech Pack $24.95)
System: IBM
Requirements: 486 or better (486-50 or better recommended), 4MB RAM, VGA graphics, 24MB hard drive space (plus 6MB for Speech Pack); supports AdLib, Sound Blaster, Pro-Audio Spectrum and General MIDI sound cards; DOS 6.0 with DoubleSpace, Mouse, Thrustmaster FCS, WCS, WCS II, RCS, and Flightstick Pro.
Protection: None
Publisher: Origin Systems
Austin, TX
(800) 245-4525



GOOD MORNING, PEARL HARBOR

PACIFIC STRIKE loosely follows the history of World War II in the South Pacific. The game opens one early Sunday morn, December 7, 1941, just as the Japanese sneak attack jolts Pearl Harbor out of bed. The first mission scrambles the player and a wingman in F4F Wildcats against waves of incoming Japanese aircraft. You must first down enemy aircraft covering your runway, then proceed to Battleship Row and protect the battleship *Nevada*. If you survive, you and your wingman are transferred to the aircraft carrier *Enterprise* and head out to sea.

From there, the progress of the war depends on your success or failure. Major events, like the Doolittle Raid on Tokyo, the Japanese expansion into the South Pacific, and the Battle of Coral Sea, introduce you to war. Your carrier and your forces form the cornerstone of US battle plans every step of the way. If you fail your missions, World War II goes down hill in a hurry.

Although PACIFIC STRIKE takes some liberties with history, it includes most basic details such as the design differences between US and Japanese aircraft, dates of major events in the war, and the technological breakthroughs (like self-sealing tanks) that pushed US forces toward Japan. Although clearly no history documentary, PACIFIC STRIKE provides enough of an overview to introduce younger players to the war.

PACIFIC STRIKE's storyline follows the same format as Origin's other products. Two-dimensional faces with blank eyes stare directly at you and quote often-corny dialogue. You are, naturally, the hero of the World War II saga, a newly graduated pilot with no combat experience but an heroic serving of responsibility. The aircraft carrier you now call home contains the standard array of characters used in other Origin products, including a rough-and-gruff wing commander; a cocky, fresh-off-the-farm wingman full of spunk; a battle weary and shell shocked Flying Tiger who has a strange insight into the Japanese; an ordnance officer full of technical wisdom; and, of course, an aged cook who comes filled with opinions on almost everything.

Gameplay also follows the standard Origin mold. An autopilot cinematically teleports you and your flight between "action points." Each action point requires you to complete some specific task. Tasks vary from torpedo runs, dive bombing, and dogfighting. As with STRIKE COMMANDER, the main objective of the mission may not always be clear, and you may have to replay missions several times to discover what the "success secret" is. Most missions seem rather long and drawn out, throwing lots of small challenges at you. Obviously, with such a mix of objectives, you must fly a variety of aircraft. Undocumented, you

A TIME WARPING ADVENTURE OF DINOSAUR FACTS & FUN!

ZOMBIE DINOS™

FROM PLANET ZELTOID

The world as we know it is about to be destroyed by zombie dinosaurs from prehistoric times! Zapped by Brain Blobs from the planet Zeltoid, innocent dinosaurs are being time-warped from the past as part of Harry the Harrier's very uncool plot to control the world. Only you and Dexter the awesome Dinodroid can stop him and save the earth!

I COULD USE SOME HELP HERE!

DINOSAUR ENCYCLOPEDIA







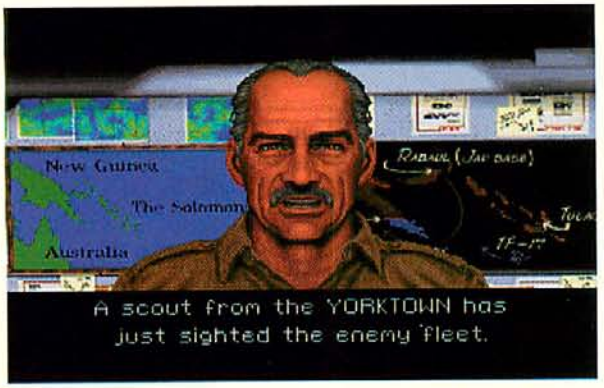
PHILIPS INTERACTIVE MEDIA

Interplay™

IBM CD-ROM Conversion
© 1994 Interplay Productions, Inc.
All rights reserved. © 1992 Philips Interactive Media Inc.

Interplay Productions, Inc.
17922 Fitch Avenue
Irvine, CA 92714
(714) 553-6678

Circle Reader Service #175



EAST OF RABAUL Your cinematic commander will send you off on dangerous missions, in typical Origin style.

can eventually fly a Japanese aircraft, although appropriate graphics are not included and the aircraft looks like a standard US airplane from the outside.

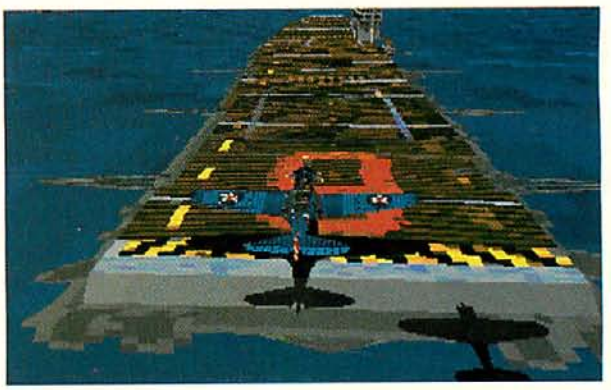
Functionally, PACIFIC STRIKE is a clone of STRIKE COMMANDER using a similar menu system, identical gameplay, identical camera system, and identical view control. Any Strike veteran should find PACIFIC STRIKE extremely familiar.

SLOW GOINGS

PACIFIC STRIKE, despite using a time-tested engine and concept, has quite a few problems. Enough problems, in fact, to warrant Origin reps posting a public apology on CompuServe. As with virtually all other PC games these days, there are a few bugs, but they are not the primary reason for discontent. The main problem is that the game is extremely slow. On the testbed 486DX50 local bus system, 8 MBs of RAM, a 256K cache, and a 1 MB disk cache (the recommended size), the program has more herks and jerks than a fuel deprived engine. After starting the program, it displays a black screen for nearly a minute before beginning the introduction. I thought the program had locked up until I noticed the hard disk light flickering madly. After preparing for a mission and selecting "Fly," the program sits for nearly two minutes with a message, "loading terrain." Using <SHFT>-F to display frame rate inside the program, the testbed machine topped out at an underwhelming 13 frames-per-second with all detail options disabled, and dropped to an unplayable four frames-per-second during combat with detail levels maximized. Anything less than a Pentium simply will not provide a decent frame rate with any significant detail level, and a fast 486 is required to play even with detail options minimized. Further, even with the disk cache, the program often halts for four to six seconds during combat. After shooting a bandit the program freezes, then the disk spins madly, and finally the bandit explodes. The program will also freeze when a wounded bandit crashes, even if not currently visible on the screen. I quickly learned that when the game stopped for a few seconds some bad guy had just died.

Why is the game so slow? Is it because of earth-shattering, sensational new graphics? Hardly. PACIFIC STRIKE uses standard 640x480 VGA graphics in 256 colors. At extremely close range PACIFIC STRIKE aircraft are wonderfully detailed. At typical combat ranges they look blotchy, choppy, and difficult to resolve. Compared side-by-side, PACIFIC STRIKE graphics pale against 1942: PACIFIC AIR WAR's which has a significantly smoother frame rate at maximum detail settings. Origin's apology explained that their leading-edge designs simply push the limits of existing hardware. One must wonder, though, why other programs can offer similar or superior graphics with superior frame rates.

Worse than frame rate, though, PACIFIC STRIKE's sound is extremely weak. Individual sounds are not bad but seem to be a series of short, fixed-length "sound bursts." For example, the gunfire sound resembles "brrrrt" and lasts about two seconds. If you hold the trigger less than two seconds, you still get the same amount of sound. If you hold the trigger longer, instead of getting one long, continuous "brrrrrrrrrrrrrt" you hear an annoying series of short blasts ("brrrt, brrrt, brrrt"). Worse, the program can only handle a single sound at a time. When you fire the gun, all other sounds stop. When you drop a bomb, all other sounds stop. When you get hit, all other sounds stop. Combat becomes a discordant array of interrupting and jumbled sounds. Under such conditions many sounds, like a bomb release, simply never come out. As with previous **Origin** products, the SPEECH ACCESSORY PACK adds limited sounds to specific dramatic sequences.



ROUGH LANDING Our hero comes in for a perfect landing, but the carrier looks like it's in serious trouble.

This combination of lethargic frame rate and crummy sounds seriously inhibits one's immersion into the fantasy world PACIFIC STRIKE tries to build. Origin has said that they're looking into the problems and intend to release patches to address them. One patch has been released at the time of this writing, but it made negligible gains in speed, sound, or graphics. Unless deep and fundamental changes are made to address these problems, this is one game that could end up with the U.S. warships at the bottom of Pearl Harbor.



FRAMED FOR THE KILL Just when things start to heat up in PACIFIC STRIKE, the frame rate can cool things down.

PACIFIC STRIKE

RATING 1/2

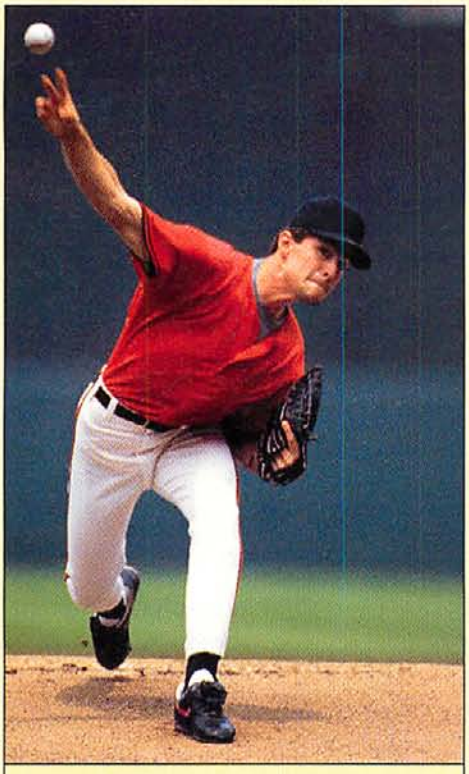
PROS If you can bear the corny dialogue, the cinematics are up to Origin's standards.

CONS Slow, slow, slow! And the sound implementation is far from sound. If patches can't improve things, this game might go into a tailspin.

COMMIT TO ★ EXCELLENCE

FRONT PAGE SPORTS®

★ ★ ★ ★



Now get all the drama and excitement of life in the big leagues with a new PC game from the makers of award-winning Football Pro.

BASEBALL SEASON STARTS TODAY!

COLORADO ADMITS TEAM MANAGED BY COMPUTER

With no manager in sight, the team was forced to admit that they've been managed for the last year by a very powerful computer program: *Front Page Sports Baseball.* The program's Manage-only mode is great for trying out your own strategy, playing head-to-head with other players or against the computer. Switch to Arcade play and take as much control as you want over pitching, batting, fielding and base running—at Basic, Standard or Advanced skill levels. During the season you can play all the games you want, switching from Manage-only to joystick jockey at will.

GREATEST LINEUP EVER—OVER 500 STATS FOR EACH PLAYER

It happens every Spring. But for you it can happen any time. Because nothing brings you closer to the game than *Front Page Sports Baseball.* Whether you want to just play the game, manage a team, or both, you get to make the calls. And with 500 statistics on each MLBPA player, there's plenty to base your decisions on.

Front Page Sports Baseball lets you field 48 teams in one to three leagues. What's more, you can have 50 players on each team—25 on the big league roster, 15 at the AAA level or on the disabled list, and 10 in the low minors. So you can work with players not just for a season, but for their entire careers—from the minors to retirement.



©MLBPA MSA

Wind turns game into home run derby *See page 3*

COMMIT TO ★ EXCELLENCE

FRONT PAGE SPORTS®

NEW YORK SWITCHES LEAGUES



High resolution graphics put you in the batter's box for realistic pitcher-batter duels. Games played in 3-D replicas of 12 top stadiums.

Surprise Move Stuns Fans, Mayor To Investigate

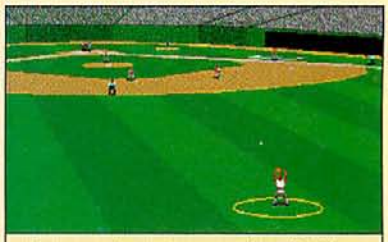
In a surprise move, New York switched leagues today. The change of allegiance was perceived by many as an obvious attempt to capitalize on the fan appeal of a direct rivalry with the city's other team. Fans already were speculating what it would be like watching a player like Bobby Bonilla face the other league's pitchers. According to sources, *Front Page Sports Baseball* made the team's move easy. League play can be configured for up to 48 teams in one to three leagues. Talk around the league centered on what it would be like to have Toronto and Atlanta in the same league and division. The move might be completed as early as next week.

OAKLAND CALLS UP TWO PLAYERS FROM MINORS

Looking for extra offense after eight losses in their last 10 games, Oakland has called up two .300 plus hitters from their AAA team. Key in the decision was the fact that *Front Page Sports Baseball* lets you have extra players on the injured list, in AAA, or in the low minors. You can also make player trades between the end of post season play and the August 31 trading deadline. Take over all the roster decisions for your team or delegate some or all of them to the computer.

HOME RUN KING IN SLUMP? CHECK LAST SEASON'S AVERAGE

Coaches and teammates alike were unanimous in their support of Barry Bonds, saying he's always been a streak hitter and will probably start connecting in his next couple of at-bats. The team's batting coach backed up his statement by saying that a player's performance in *Baseball* is determined by ratings based on actual statistics. Performance factors include situational ratings, including left-handed and right-handed batters and pitchers, home and away games, clutch situations, and monthly performance records.

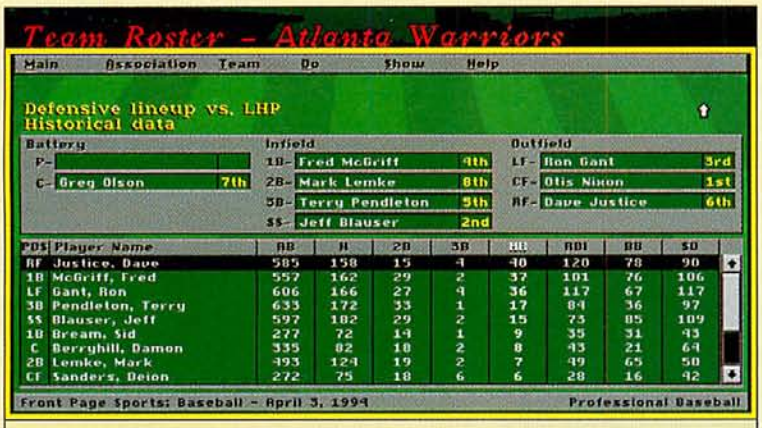


Rotoscoped animations give players life-like action at bat and in the field.

©MLBPA MSA

COMMIT TO ★ EXCELLENCE

FRONT PAGE SPORTS®



Develop your own team dynasties using Major League Baseball Players, *making trades, managing your team roster and the careers of all your players.*

DUAL SPORTS STAR LOOKS AHEAD TO FOOTBALL SEASON

As exciting as *Front Page Sports Baseball* is, it's no wonder coaches are saying two-sport sensation Deion Sanders is itching for the football season to begin. After all, the same folks who have translated all the excitement of *Football Pro* into *Front Page Sports Baseball* are busy working on the next release of the pigskin's best rendition. It will include new rules such as the 2-point conversion and 30-yard line kickoffs, plus the 1994 NFLPA players and team rosters. Be sure to look for all the details in your box of *Baseball.*

CHICAGO TO HOST BASEBALL'S BIGGEST STARS

League officials promised today to release the site of this year's mid-season showcase. All 12 of *Baseball's* realistic, 3-D stadium models are contenders. Officials admitted the stadium choice is really up to the user. The computer chooses teams based on actual player performance. With all the stars in baseball, the action is sure to be felt all the way into the upper deck.

WIND 10, PITCHERS 0

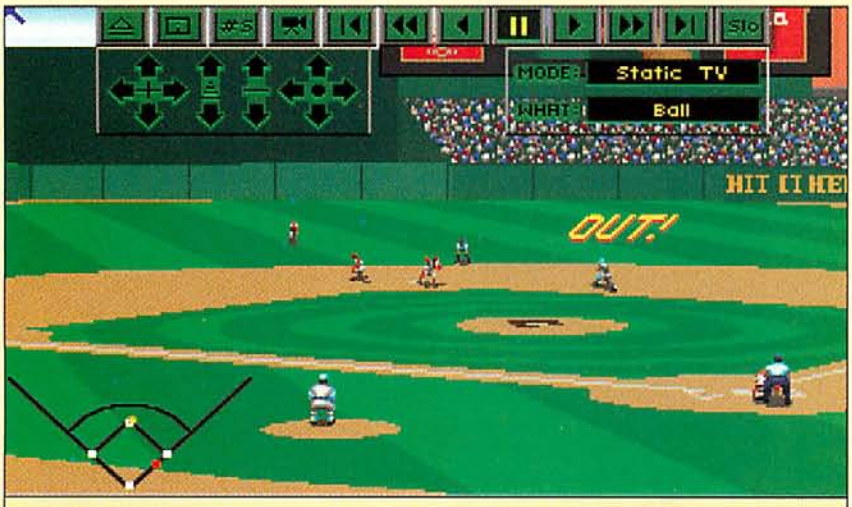
In an amazing game showing the effects of high winds, Toronto and Oakland traded home runs, combining for a total of ten. Mark McGwire, Ruben Sierra, Terry Steinbach, Rickey Henderson, John Olerud, Paul Molitor, Roberto Alomar and Joe Carter all contributed round trippers. It could only happen in a game like Front Page Sports Baseball where temperature, humidity, wind and rain are all part of the game. So you get all the unpredictability of Mother Nature—as well as the chance to display your own skills. In fact, ball flight is based on a real physics model. Where and how far balls are hit is a true combination of pitch speed and the swing of the bat. The better you are, the better your team does.



SIERRA®

COMMIT TO ★ EXCELLENCE

FRONT PAGE SPORTS®



VCR-like controls for instant replays make sure you catch every bit of the action. Watch from virtually every angle in the stadium.

NETWORK TOUTS NEW EQUIPMENT FOR INSTANT REPLAYS

The best part of watching a game at home is the instant replays. Thanks to *Front Pages Sports Baseball*, this year's instant replays are going to be hotter than ever. Multiple camera angles are available for every ball put in play. Special controls even allow you to follow the ball so you track its every move as each play takes place. VCR-like controls let you slow down, speed up, and even reverse the action. Save unlimited replays to create your own game highlight films—or put together highlights for the entire season.

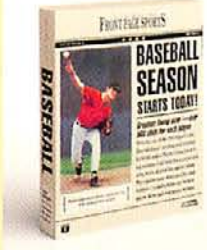
LEAGUE CALENDARS TO COME OUT TODAY

Fans all over the country are clamoring for their season schedules to start planning the games they'll personally attend. Fortunately, *Front Page Sports Baseball* makes it easy to generate calendars for all regularly scheduled games. What's more, detailed box scores are provided for simulated games so you can find out what happened and how every player did. A special one-pitch mode lets you view just the critical pitch for every at-bat. In minutes you can review the key plays of an entire game.



WHO'S ON FIRST?

Get the baseball game with all the strategy and action of the big leagues. It's a round tripper for anyone who loves baseball. To get the complete score, call 1-800-757-7707 and ask for D840.



Futurists predict baseball will one day be played by robots

Pointing to advances in cybernetics, several futurists have predicted the game will one day be played by robots. Until then, *Baseball* can be played on a 386/33 MHz or higher IBM-compatible computer with 4MB RAM with EMS, MS-DOS 5.0 or higher, VGA, hard drive, and a 1.44MB 3.5" HD floppy drive or CD-ROM player. A mouse, joystick, and sound card (most supported) are recommended.

MAJOR LEAGUE BASEBALL PLAYERS

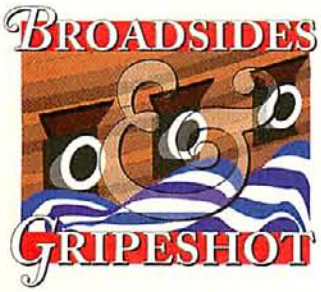
SIERRA®

©MLBPA MSA Officially Licensed by the Major Leagues Baseball Players Association. ™ and ® are trademarks of, or licensed to, Sierra On-Line, Inc. ©1994 Sierra On-Line, Inc. All rights reserved. WH00643402

When In Illuria, Do As The WARLORDS Do

WHEN WARGAME DESIGNERS CLASH OVER SEMANTICS, FUNNY THINGS HAPPEN.

by Alan Emrich



NOW THAT THIS COMBINED WAR AND STRATEGY GAMING SECTION OF THE MAGAZINE HAS EMERGED, IT HAS made my life much easier. Gone is the headache of deciding if a particular game was "wargamey" enough to make the Wargaming World section of old. One item of debate, however, always seems to linger: are non-historical genre games, such as WARLORDS II, war or strategy games?

Editors and gamers aren't the only people who quibble about such matters. Witness a recent on-line discussion between Keith Zabalaoui of **Atomic Games** and Gregor Whiley of **SSG** over the status of WARLORDS II. Keith was trying to convince Gregor that WARLORDS II was a *strategy* game, not a *wargame* and, therefore, Atomic's VELIKIYE LUKI deserved the #1 slot on *CGW*'s Wargame Top 10. Allow us to share with you Gregor's response:

(*To be read with a thick Australian accent and sense of humor, or rather, humour.*)

"Here are 10 good reasons why WARLORDS II is a bona fide wargame and a better game than VELIKIYE LUKI, and therefore should maintain its rightful position above VELIKIYE LUKI in the *CGW* lists.

1. Nomenclature: WARLORDS II clearly has "war" in the title, whereas VELIKIYE LUKI is just the name of some dinky part of Russia that even the inhabitants have been trying to leave since 1917.

2. Body Count: Given that the units in WARLORDS II represent legions, and that these legions are killed in vast numbers throughout the course of a game, we clearly have a higher body count and, hence, more war.

3. Family Values: One doesn't like to dredge up the recent past, but the parents of VELIKIYE LUKI have just endured a messy divorce, and the parties are now not speaking to each other. On the other hand, WARLORDS II was delivered and nurtured in a true family spirit of serenity and harmony. Clearly this is a better role model, and should be rewarded.

4. Gender Equality. Heroines are given equal billing

G-2

* Look for New World Computing to release an EMPIRE DELUXE MASTER'S EDITION on CD, including both the DOS and Windows versions of EMPIRE DELUXE, "classic" EMPIRE, plus excerpts from the strategy guide. It will be playable from the CD-ROM with minimal space taken up on your hard disk.

* Rumors abound on Mark Baldwin and Bob Rakosky's follow up game. While likely to include "Empire" in the title, it will be on a more operational scale (i.e., players will manage campaigns and battles, as opposed to entire wars with economics driving game play).

* SSI's GREAT NAVAL BATTLES series will have one and probably two more games added to the series. VOLUME III is rumored to increase the intensity of Pacific Theater operations, while VOLUME IV will delve deeply with submarines.

* Those seeking a more glorious age of naval warfare will be glad to know that Avalon Hill has begun working on a computer version of WOODEN SHIPS & IRON MEN. This one is not a rehash of their older version, but a new program being done by the 5TH FLEET team.

* Along this line, Impressions will be setting sail with a strategic level, high seas trading empire game. Players become the Han Solos of the 16th and 17th centuries. Action will focus on trading and detailed, 3-D, first person perspec-

(continued on page 102)

Try a Titan



August's Top Picks

$46	1942 Pacific Air War
48	Across the Rhine
40	Arena: The Elder Scrolls
44	Armored Fist
45	Battlecruiser 3000
40	Delta V
Call	Doom 2 • New Version!
54	Falcon Gold CD
34	Grandest Fleet
43	Harpoon 2
46	Mechwarrior 2
40	Operation Crusader
40	Outpost
41	Sim City 2000
48	System Shock
46	Tie Fighter
55	Under a Killing Moon CD
49	Wing Commander Armada

We accept preorders. Call for details.

Send $2 for new catalog!
Refundable with first order.

- Complete product listing available.
- Visit our online store on GEnie. Keyword Titan-Games
- Money orders, personal checks, credit cards accepted.
- Same-day shipping for orders received before 4 pm EST.

Get that game now!
1-800-247-5447

TITAN GAMES
One W. Seminary St., Brandon, VT 05733
7am-12pm Eastern Time, Monday-Saturday

DISCOVER VISA MasterCard FEDERAL EXPRESS

Circle Reader Service #117

and abilities in WARLORDS II, and get their own picture. Women in VELIKIYE LUKI are shamefully oppressed by patriarchal notions of history, and their heroic efforts for victory are disregarded.

5. Patriotism. A simple equation. WARLORDS II is English, the universal language of the Western Alliance, of which Australia is such an integral part. VELIKIYE LUKI is Russian, which is the language of the bad guys.

6. Realism. VELIKIYE LUKI has some pretensions to realism, but only WARLORDS II conveys the true essence of generalship. The noted WWI historian Captain Edmund Blackladder stated that the secret British war plan on the Western Front was "to continue until everyone was dead except Field Marshall Haig, Lady Haig and their tortoise Alan."

This is exactly the style of warfare that only WARLORDS II can deliver, although there must be some doubt over any general exemption for tortoises.

7. Nomenclature II: What could a company called "Strategic Studies Group" do except produce wargames, probably under the auspices of the CIA or Pentagon? On the other hand, what could a company called "Atomic" produce? I'm afraid that I have insufficient evidence to clearly state that Keith hasn't made clandestine trips to North Korea or that a special room in his house isn't lined with lead.

8. Examination: When the combat graphic comes up in WARLORDS II, it says 'War!', not 'Strategy!' Pretty obvious, I would have thought.

9. Realism II. A game of VELIKIYE LUKI leaves one with a realistic appreciation of WWII combat on the Russian Front. A game of WARLORDS II leaves you feeling that you'd like to annex your neighbors house, raze his garden shed, and conscript his children, before he does the same to you. Obviously, WARLORDS II is a much more realistic experience, and a much better guide to urban survival.

10. Seniority: SSG has been here much longer than Atomic. Show some respect.

Gregor Whiley, SSG"

And so these little debates rage. In the meantime, we should all laugh, play war and strategy games, and be glad that our hobby is thriving. Remember, it's more important to know "What's in a game?" than "What's in a name?"

G-2 *(continued from page 101)*

tive ship combat.

* SIMCITY is making a switch. The smash computer game is evolving into a collectable trading card game (the most popular of that genre being MAGIC: THE GATHERING). This transportable, expandable card game from Mayfair Games will allow players to either compete or cooperate as they build a city, encroaching on each other's territory by laying out cards domino style.

* In the boardgames-to-software department, we have J. D. Webster of Clash of Arms Games working on a computer version of their OVER THE REICH operational WWII aerial combat game with Big Time Software (FLIGHT COMMANDER). Decision Games has announced that CASE GREEN, ATLANTIC WALL, HIGHWAY TO THE REICH, WAR IN EUROPE, WACHT AM RHEIN and NAPOLEON'S LAST BATTLES QUAD (and many others) are now available on disk for play-by-email using HPS Simulations' AIDE DE CAMP system. Call Decision Games at (805) 943-6832.

* Speaking of AIDE DE CAMP, Scott Hamilton has finished the 1.1 version of his TIGERS ON THE PROWL and is moving on to a 2.0 version of ADC. The list of new/improved features is lengthy, but previously created ADC play-by-email files *will* be backward compatible!

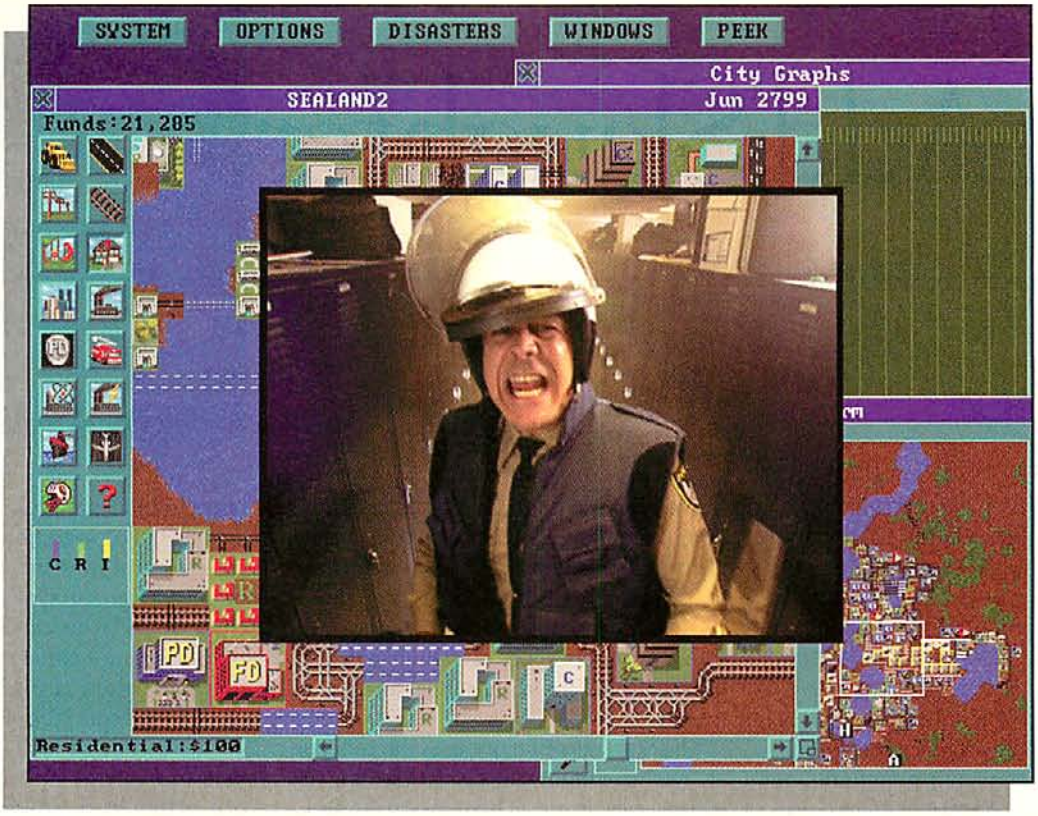
* Fans of SSG's BATTLEFRONT series of games will find a treasure trove of new IBM scenario conversions on CompuServe in the Gamer's Forum, Library #3 (Wargames). For CARRIERS AT WAR players, an Operation Pedestal scenario appears, as does a BATTLE OF SARATOGA scenario for IBM players of their DECISIVE BATTLES OF THE AMERICAN CIVIL WAR series.

* Roger Keating is evolving way beyond BATTLEFRONT in SSG's next endeavor. Code named "Manhattan," this "project" will be a land based, turn based wargame system that can handle any WWII type action from a regimental scale up. Due out early next year, it will be able to handle campaigns such as the Bulge, Cobra, North Africa, anything in Russia, etc.

* Not to be outdone, Atomic is working away on Stalingrad and Bulge additions to their WORLD AT WAR series for Avalon Hill. In addition to BEYOND SQUAD LEADER (the first installment of which takes place at Omaha beach), they're cooking up a Civil War version of their WORLD AT WAR engine, and a major revamp of COMPUTER DIPLOMACY, plus computer MAGIC REALM.

* Are you looking for a copy of VGA PLANETS? If you're on GEnie (or know someone who is), have them download the 3.14 version of the game, file #7468 in the Games Library.

* Three-Sixty Pacific has severed their relations with Colorado Computing (the HIGH COMMAND people). Meanwhile, Alliance has picked up their old HARPOON game and will be releasing a new version (complete with fixes), retitled HARPOON CLASSIC.



"Welcome to SimCity® CD-ROM!"



The SimAction News keeps you posted on daily disasters and other headline news.

Sure, Sure. It's all fun and games when you can play lord-god-king to a bunch of pixel-high people and text boxes. Now lets see how that Mayoral muster holds up when you're faced with the *real* thing... Real disasters. Real Chaos. Real people.



Mess up and you'll watch as natural disaster and crime destroy your creation.

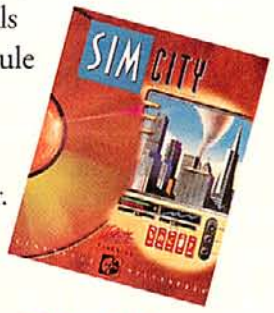
VIDEO TAPE LIBRARY, INC.

Introducing *SimCity Enhanced CD-ROM* from Interplay Productions. It's SimCity with a whole new attitude as the award-winning classic goes Hollywood with professional actors, location shooting, full motion video and real-life footage of those natural disasters you find so irresistible (come on, admit it...we won't tell). Unleash a killer quake. Meltdown a few nuclear power plants. Heck, wreak city-wide havoc while you're at it... just don't expect your SimCitizens to sit around and take it because in *this* SimCity, your citizens are anything but quiet. You'll make headlines on the nightly news, come face-to-face with vein-popping city officials and truly *experience* the lives you rule with each click of your mouse.



Full motion video brings your city officials to life –Police Chief, Fire Chief and more!

SimCity Enhanced CD-ROM.
The *all new* original city simulator.



Available for IBM PC & compatibles.
CD-ROM and Hard Drive required.

ENHANCED
CINEMATIC CD ROM MULTIMEDIA
DOS

Interplay™

Software © 1994 Interplay Productions, Inc. © 1989, 1991, 1992, 1993 Sim-Business and Will Wright. All rights reserved worldwide.
SimCity is a registered trademark of Sim-Business dba Maxis. All other TM's are properties of Interplay Productions, Inc.

17922 Fitch Avenue • Irvine
CA • 92714 • (714) 553-6678

Just Add Slaughter

Build Your Own Battles With SSG's WARLORDS II SCENARIO BUILDER



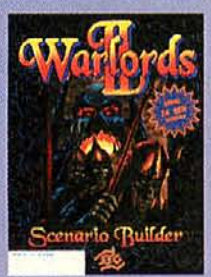
by Robert L. Hayes, Jr.

I DON'T KNOW QUITE WHAT TO MAKE OF STRATEGIC STUDIES GROUP. WHEN THE ORIGINAL WARLORDS CAME OUT IN THE late 80s, it garnered a large following of wargamers, and those gamers politely requested some enhancements and alterations to the game's engine.

A few years later, SSG released WARLORDS II, implementing the wishes of their players and reflecting improvements in the state of the art. WARLORDS II also was well-received, and after thanking SSG for updating the game, those same players politely requested a scenario builder so they could add their own worlds to the game. SSG promptly started work, and the result is the WARLORDS II SCENARIO BUILDER.

Warlords II Scenario Builder

Price: $49.95
System: IBM
Requirements: 386SX or better, 2MB RAM, VGA graphics, 4 MB hard drive space, mouse. Warlords II required. Supports AdLib, Sound Blaster, PAS, MT-32, Sound Canvas sound cards.
Protection: None
Publisher: Strategic Studies Group
Pensacola, FL
(904) 469-8880



What's going on here? A game company that listens to what its players ask for and provides it in a reasonable time? What is SSG trying to do, maintain customer loyalty and user satisfaction? Evidently they're on the right track.

IF YOU BUILD IT...

The SCENARIO BUILDER is really two enhancements in one. The scenario editor itself, accompanied by a suite of handy utilities for compressing and installing user-created scenarios, enables the budding designer to generate entirely new scenarios for the basic WARLORDS II engine. Along with the package, however, comes a bonus of 24 new scenarios, presumably created to show off the power of the scenario generator. Thus, gamers uninterested in creating their own worlds can still expand the horizons of their conquests.

The scenario editor is a bit idiosyncratic, as one might expect of a product originally intended as an in-house development tool. It works just fine, however, and even novice world creators will soon find themselves sketching out new killing fields for themselves and their friends.

The SCENARIO BUILDER uses the concept of "sets" to simplify the task of creating an entirely new world. There are Army Sets, City Sets, Terrain Sets, and Shield Sets. Each set contains the basic information used by that class of object. An Army Set contains all the artwork, unit names, and unit attributes for the military forces found in a scenario; a City Set contains the artwork for each empire's cities and fortifications; Terrain Sets contain all the map data of the Grasslands, Mud, and Ice terrain types; and a Shield Set contains the eight small shield icons used on the strategic map. Sets can be used interchangeably from one scenario to the next; if you think catapults should have a higher attack value, for example, you can create a custom Army Set based on the default set with your changes and integrate it into the scenario you want to play. More typically, you can create an Army Set that has all the units you plan to use in any number of scenarios, thus saving an immense amount of work. Sets can be copied, so that minor changes don't require entering an entire set from scratch. The user can affect only the Army and City Sets; the Shield Sets and Terrain Sets are limited to those included in the Scenario Builder package. This seems a petty restriction, but it should not make any difference to anyone but a perfectionist. You have complete control over practically every aspect of unit design; all types of bonuses are included, and you can set unit values to practically any setting you like. Of course, there are a few restrictions. You cannot change the special powers of heroes, for example, though you can change their default movement and combat values. Temple allies and allies have their own restrictions, but these flow naturally from the game design and should not stymie anyone. City Sets are less flexible; all you can really change is the appearance of the icons. Each city's production and income is set independently in each scenario, however, so this is not a major concern.

There are several customizable controls for your scenario's presentation. You can import a .PCX or .BMP graphics file for the introductory scenario picture, name the scenario, and type a brief description of the scenario.

LANDSCAPE PAINTING

Painting the map for your scenario is a simple process. The first thing to do is to draw the broad outlines of your land masses. You are able to paint with a remarkable degree of control. All the familiar terrain of WARLORDS II is at your disposal, as well as the more unusual terrain of the Mud and Ice terrain sets. Once the broad outlines of your land are in place, it is time to use the "Smooth" function. This creates realistic shoreline, modifies terrain slightly (i.e., your mountain range may be ringed by hills), and in general causes the map to look right. Perfectionists can change the map details after smoothing to make things look perfect, or to create terrain that the smoothing function disallows (like mountain ranges in the middle of the ocean). There is only one missing piece in the terrain generation process: there is no command to random-

WARGAMES WEST

DISTRIBUTION
1-800-SOS-GAME

Wizards of the Coast

THE DECADE'S HOTTEST GAME!

MAGIC The Gathering™

This is the game you've heard about! Combat between mighty sorcerers is the stuff of Magic: the Gathering™, where you utilize your own personalized deck of cards to summon powerful spells and whittle away your opponent's life!



©1993 Anson Maddocks

Complete sets of 1st Edition Magic cards have sold for over $1,000!



©1994 Cornelius Brudi

Over 100 million cards sold!

The Dark™

New sinister spells from Dominia's dark age bring more cards to your Magic™ decks!



©1994 Ron Spencer



©1994 Jesper Myrfors

LEGENDS™

The most powerful heroes from Dominia's past can now fill the ranks of your Magic™ game!



©1994 Melissa Benson



©1994 Edward Beard, Jr.

JYHAD™

This new collectable card game enacts the ancient struggle between dueling vampires! Using your personalized deck of cards, will your clan emerge triumphant, or will you become the feast of the day?



©1994 Anson Maddocks



©1994 Lawrence Schnelli

Easy to play -- learn in just 10 minutes!

The Dark™, Legends™, and Jyhad™ are all 1st Edition cards and in limited supply! Get them before they're all tapped out!

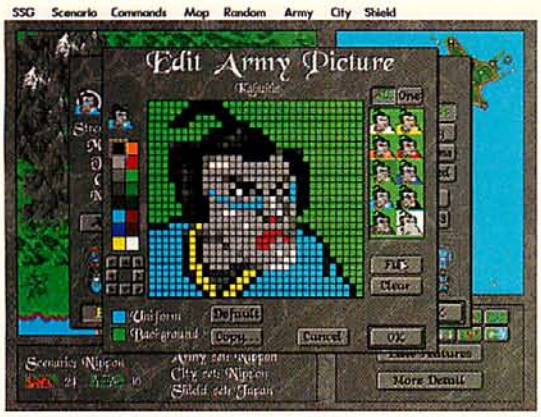
Get everything you need for these incredible Deckmaster™ games at these fine Wargames West sponsored stores:

Hobbycraft, Inc.	Anchorage	AK
Roaming Panther II	Glendale	AZ
Roaming Panther	Mesa	AZ
Things For Thinkers	Tucson	AZ
Fan-Quest	Yuma	AZ
Collector's Realm III	Berkeley	CA
Last Grenadier	Burbank	CA
Comics & Comix	Citrus Heights	CA
Wrinkle in Time	Cupertino	CA
Brookhurst Hobbies	Garden Grove	CA
Dragon's Lair	Long Beach	CA
The Gauntlet	Modesto	CA
Games For Less	Moorpark	CA
Land of Nevawuz	Pleasant Hill	CA
Inland Hobbies	Riverside	CA
Comics & Comix	Sacramento	CA
Gator Games	San Mateo	CA
Game-A-Holics	Santa Clara	CA
Melinda May Comics & Games	Ukiah	CA
Land of Nevawuz	Vallejo	CA
Attactix	Aurora	CO
The Compleat Gamer	Colorado Springs	CO
Marshak's House of Fantasy	Ft. Collins	CO
Don's Hobbies	Greeley	CO
Infinity Comics & Games	Lafayette	CO
Citadel	Groton	CT
Enterprise 1701	Orlando	FL
Sage's Press	Sorrento	FL
The Hobby Corner	Iowa City	IA
Dark Horse	Boise	ID
Shanandoe Enterprises	Boise	ID
25th Century	Bloomington	IN
The Game Preserve	Greenwood	IN
The Game Preserve	Indianapolis	IN
Game Shop of Wichita	Wichita	KS
Little Wars	Baton Rouge	LA
Spare Time Shop	Marlboro	MA
Toy Soldier	Bath	ME
Rider's Hobby	Canton	MI
Rider's Hobby	Grand Rapids	MI
Rider's Hobby	Madison Heights	MI
Fantasy Shop	Hazelwood	MO
Infinite Comics	Independence	MO
Clint's Books	Kansas City	MO
The Raven's Loft	Maplewood	MO
Diversions	Biloxi	MS
Gamers' Guild	Spring Lake	NC
Pair-A-Dice Games	Winston-Salem	NC
Spellbound Books & Games	Lincoln	NE
Game Master	Fair Lawn	NJ
Gamesquest	Albuquerque	NM
Wargames West on Central	Albuquerque	NM
My Book Store	Las Cruces	NM
Triple J Hobbies	Las Vegas	NV
Bayshore Hobbies	Bayshore	NY
Comics Plus	New Hartford	NY
Adventures & Hobbies	Rochester	NY
Crazy Egor's	Rochester	NY
Saratoga Sci-Fi Shop	Saratoga Springs	NY
Fourth World Comics	Smithtown	NY
Jim Hanley's Universe	Staten Island	NY
Twilight Books & Comics	Syracuse	NY
2 stores: Carousel Center & N. Salina Street		
Drowsy Dragon	Columbus	OH
Comic Shop Plus	Newark	OH
Great Eastern Comics	Northwood	OH
Game H.Q.	Oklahoma City	OK
New World Bookstore	Oklahoma City	OK
Adams Family Entertainment	Portland	OR
The Comic Store	Lancaster	PA
M.F.B. Inc.	Pittsburgh	PA
Phantom of the Attic	Pittsburgh	PA
Texas Game Company	Allen	TX
King's Hobby	Austin	TX
Gamesmasters Unlimited	Clearlake	TX
Sunrise Games & Comics	El Paso	TX
Fantastic Realms	Denton	TX
Comics & Cards	Houston	TX
Commissary Games	Houston	TX
Gamesmasters Unlimited	Houston	TX
Musabelles Books	Katy	TX
Mad Hatter's House of Games	Lubbock	TX
Star Books & Comics	Lubbock	TX
Specialities, Inc.	San Angelo	TX
Games People Play	Orem	UT
Games People Play	West Valley City	UT
Game Parlor	Chantilly	VA
Eagle Games	Bellingham	WA
Bookworld	Midway	WA
Wonderworld Books	Seattle	WA
Digital Heroes	Walla Walla	WA
Games Plus	Woodinville	WA
Hobby Horse	Brookfield	WI
Canada:		
Keith Potter & Associates	Vancouver	BC
Dragonstrike Games	Victoria	BC
2 stores: Johnson Ave. & University Hts. Mall		

For your own FREE 136-PAGE CATALOG
Write: PO Box 9496 Albuquerque, NM 87119-9496
Foreign catalog requests: $4.00

Retailers: Wargames West should be your store's distributor! We offer America's fastest shipping, up to the minute computerized inventory to make your ordering easier, and free advertising in top magazines!

Magic: The Gathering, The Dark, Legends, Jyhad, and Deckmaster are official trademarks (™) of Wizards of the Coast.



THE MARY KAY MAKEOVER Even this scowling *kubuki* soldier could be made to laugh with the army editor.

ly generate terrain. You must build each tile by hand, which can be very tiresome on a map the size of the ones found in WARLORDS II. Aside from this flaw, the terrain editor works very well and is quite straightforward in function. The manual does a good job of explaining the basics, and the on-line help is adequate.

Having built your terrain, it is time to put cities and ruins on it. You can name each city, set its production and income, and type its description, or you can let the computer automatically do it. A nice feature here is the ability to partially define your cities; you can do the work for the important cities then let the computer "fill in the blanks" for the cities that aren't so crucial. The same procedure is used for ruins, temples, and signposts; one flaw here is that you cannot pre-assign a given treasure to a given ruin. This makes it more difficult to assign treasures to a "proper" place in the game and enforces the randomness found in the original WARLORDS II game. You may define all the treasures, however, with all the normal magic item attributes found in the original game.

Saving your new universe takes a considerable amount of time; the SCENARIO BUILDER packs all your sets, compresses your maps, and redraws the strategic map whenever you save, a process that takes about 10 seconds on a 486-66. Frequent savers will be driven to distraction by the time this will eat up, but it should be pointed out that I have yet to crash the program in some 30+ hours of use. Saving the scenario two or three times per session should suffice for most users.

The only problems with the SCENARIO BUILDER are control issues. I would ideally like to be able to control every aspect of the game, from the way the AI functions to the exact shading of the rocks in the mountain ranges. That's simply not practical, and the Scenario Builder seems to have struck a reasonable medium between ease of use and user control over the final product. On balance, the SCENARIO BUILDER is an excellent software tool, and any dedicated WARLORDS player will find it a mandatory addition to their software library.



FORECAST CALLS FOR MUSHROOM CLOUDS This carefully-crafted pixel-city gets radiated in VGA verisimilitude.

PRE-FAB EMPIRES

The new scenarios are a mixed bag, as is usual for compilations of this sort. Most are good, a few are great, and a few stink on ice. Fans of the original scenarios will find similar enjoyment in the Arthurian Britain, Elemental Problems, Esesgee Island, Jungle Valley, Knight's Isle, Selentia, and Spectremania scenarios. The Chessboard, Hand of Fate, Isle of the Wheel, Minotaur Maze, Spindle Isle, Star, and The Well scenarios all play with the topography of the map, with mixed results; the AI is easily confused by such geographical peculiarities, but human players will relish the odd strategies these topologies generate.

The Elemental Crux, Flooded Halls, and Glacial Islands scenarios are all pretty much wastes of disk space; the maps of Flooded Halls and Glacial Islands are simply too hard to figure out, while Elemental Crux is grossly unbalanced. SSG has boosted the "universal wargame construction kit" aspect of WARLORDS with the inclusion of America, Europa, Invasion, Roman, and Rule Britannia scenarios. Each of these is set in historical or futuristic milieus, again with mixed results; with the exception of the Invasion scenario, the artwork used for these historical simulations is so terrible that play enjoyment is hampered even for a visually unacute person such as myself. Additionally, the unit choices are irritatingly cutesy; one grows tired of building stacks of Jesse James or King Poseidon units. The Europa scenario has the most potential, but is not well play-balanced; the Italian player, ironically enough, is in a commanding lead from the very beginning. The Landlords (the class struggle meets the fantasy wargame, complete with motorcycle-riding security cops and



ANACHRONISTIC ATTACK A WWII fighter dogfighting a dragon? Even stranger things are possible with the WLII SCENARIO BUILDER.

briefcase-equipped lawyers) and Warthogs II (battle for control of the pigpen) are both hysterically funny and enjoyable to play. All in all, about half of these scenarios are doomed to a "play it once, then delete it from the hard disk" reception on the part of most gamers, but the other 12 are an excellent addition to the scenario library and will see a lot of replay.

WARLORDS II SCENARIO BUILDER

RATING ★★★★

PROS So you want to be a game designer? This is a terrific way to dabble in world creation.

CONS The interface has a few quirks, and we would like to tweak with the enemy AI. Are we ever satisfied?

To order call
CHIPS & BITS
P.O. Box 234 Dept. 10086
Rochester, Vermont 05767
800-699-4263
Int'l 802-767-3033
FAX 802-767-3382
Source 10086

"THUMBS UP!"
- Johnny L. Wilson
Computer Gaming World

Carey DeVuono's

Hollywood Mogul

RUN YOUR OWN HOLLYWOOD MOVIE STUDIO

Past the studio gate with your name on it lies your personal dream factory.

Go for it:
- Buy original scripts and blockbuster bestsellers or steal ideas for yourself.
- Set vastly padded production budgets.
- Choose enough special effects to hide the lack of plot.
- Play God with producers and directors.
- Make and break superstars' careers, or enslave stars of tomorrow.
- Shoot on Sound Stage 10, in London, or on the slopes of the Himalayas.
- Have marketing and distribution grovel at your feet.
- Attend your world premieres.

Grab it all:
- Sit back and watch the grosses roll in.
- Snag that Beverly Hills mansion, Malibu beach house, 40,000 acres in Montana or your own Greek island.
- Collect the most overpriced art on earth.
- Find you can't live without that 4th studio jet.
- Keep the biggest names in Hollywood waiting outside your studio gate.

Or Gamble it all!
- Sell your shirt just to stay alive.

If you've got what it takes to make it in Hollywood...
Carey DeVuono's Hollywood Mogul is gonna take everything you've got.

Circle Reader Service #60

To purchase, visit your local software retailer, or call 1-800-350-5550.
Available For IBM And Compatibles. MS-DOS and Microsoft Windows versions available.
600k required, mouse suggested, 3 meg hard disk space required.

DeVuono DeVuono GAMES

Carey DeVuono's Hollywood Mogul is a trademark of DeVuono DeVuono Games, all rights reserved. Other brands and product names are trademarks of their respective holders.

It Came From Britain

MicroProse UK's X-COM Will Kill Your Cattle, Eat Your Brain, And Have You Coming Back For More

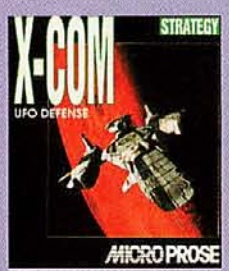
by Chris Lombardi



X-COM: UFO DEFENSE IS A PATCHWORK OF THE WORST SCIENCE FICTION FILMS AND THE BEST science fiction games you've ever seen. This **MicroProse UK** creation draws its xenophobic themes from the kitchiest of popular UFO lore, and its various game elements borrow from many successful titles of days past. But X-COM is far from another rehash of tired ideas; it is a hybrid game that binds together its many facets so tightly that you can't see the seams. It's one of those rare and dangerous games capable of drilling into your brain, putting a vice-grip on your imagination, and only releasing you when it has had enough.

X-COM: UFO Defense

Price: N/A
System: IBM
Requirements: 386 or better, 4MB RAM, VGA graphics, mouse; supports Ad Lib, Covox, Roland and Sound Blaster (+Pro) sound cards.
Protection: Documentation look up
Designers: Julian Gollop, Nick Gollop of Mythos Games
Publisher: MicroProse
Hunt Valley, MD
(410) 771-0440



As the plot goes, aliens from the starry beyond have shown up on Earth's doorstep, and they aren't playing very nice. The typical almond-eyed beings straight off the cover of the Weekly World News, along with their other, nastier pals, are abducting decent citizens for proctologic probes, mutilating upstanding cattle, terrorizing major cities and taking over governments. The response from the free nations of the world is X-COM, a multinational organization whose sole reason for being is counter-xenocide.

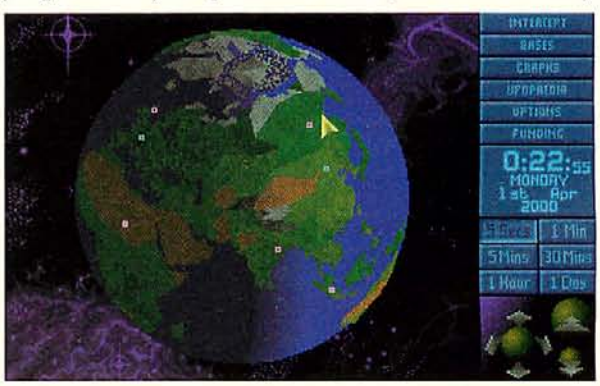
Your job, which you accept in the name of God and species, is to lead this organization. It's a big job, for not only must you manage the logistics, plan a grand strategy, and give direction to research for this enterprise, but you must command small groups of soldiers in tactical, turn-by-turn, man-by-man, shot-by-shot, bead of sweat-by-bead of bleeding sweat missions. In fact, sweating the details of tactical combat—deciding if Soldier X should face to the right or to the left this turn—is how you will spend a lot of your time. And there is *a lot* of time to be spent here—well over 40 hours for a single game. If you have any intention of trying out this game, you'd better put Real Life in cryo-sleep.

Once you've swallowed the plot and get into the game, you'll find it to be both unique and familiar. There's a bit of DUNE II in the way you plan the layout of your bases. There's a taste of MASTER OF ORION in the way you allocate scientists to research projects and the way that new technologies advance the game. And there's a whole lot of BREACH in the man to man battles. There's even the possibility for a little role-playing with your soldiers, as these men and women have abilities that improve with time, and can, with a little player-injected imagination, acquire short, heroic histories.

WAR OF THE WORLDS

Since this is a war of the worlds, X-COM has a whole-Earth perspective. The highest level interface is a stunning globe that can be spun on two axes and magnified to reveal major political boundaries and cities. Time passes in spurts from five-seconds on up to a complete day, and as it does, sunlight moves beautifully across the planet's face.

Your first order of business is to open the X-COM shop and place your first base. Since the funding for the X-COM project comes from the countries of the world, and since a country's financial contribution differs depending on its wealth, base location isn't a trivial decision. If the aliens harass China and China lies outside your protective reach, the Chinese may



ALIEN PLAGUE It seems Mother Nature has caught a virus, as alien bases (pink) pock mark her lovely face.

express their dissatisfaction by reducing their financial contribution at the end of the month. North America, Europe and the Far East are key base locations since together these regions make up a huge percentage of the project's funding.

As you set up your first base, building radar systems, hiring scientists, recruiting soldiers and creating houses and workspace for your people, you'll probably have your first close encounter. If the radar system picks up an unidentified blip on the radar, and if you've built an interceptor fighter, you can send out the fighter for an air-to-air battle. These battles are simple tactical affairs where you can either choose one of three combat dispositions for your fighter, or retreat if the going gets too tough. If you've got superior weaponry (which you do, somewhat unrealistically, at the outset), the alien ships will drop like flies. If a UFO crash lands on dry land, it's time to load your crack team of commandos into a transport and investigate the crash site.



HANGAR 18 The top secret "Hookah" base in Nevada is beginning to run out of developable real estate.

ALIENS, TOO

When the team arrives at the crash site, it arrives at the heart and soul of X-COM—the tactical battles. Here, from the time your first soldier sticks his nose out of the landing vehicle until the last alien corpse has been zip-locked into mess-free bags, you direct every step your soldiers make. The control system is sophisticated and rich with variety. Each soldier has an allotment of movement points based upon his or her individual traits. With these points, a soldier can move, crouch down, fire his or her weapon, throw an object, or use special equipment like medikits, alien mind probes, illuminating flares, or special weapons. The system makes use of a realistic hidden movement system that adds tremendously to the tactical feel. Once all of your soldiers have moved, the aliens have their turn. At that point the screen goes black and you might hear the aliens shuffling around, opening doors, or using elevators. If an unseen alien steps into your soldiers' line of sight, you'll catch a quick glimpse of that alien's movements. If a soldier has movement points remaining from the previous turn, he or she might take opportunity fire. The system has an authentic tone of small arms firefights, and actual small arms combat tactics can be used with success.



KNOCK, KNOCK! The commando response team makes another house call, but the alien of the house won't be getting Avon.

The fabulous thing about the combat system is that it lends itself to a variety of tactics. Don't want to approach the alien infested farm house from the front door? Blow a hole through a wall and enter that way. Having trouble spotting an alien sniper in a wheat field at night? Shoot a few incendiary rounds into the field and set the wheat on fire. Feel a bout of Schwartzeneggitis coming on? Find a hole in the ceiling of a UFO and drop your bundle of bravado into the midst of the aliens. Grenades can be lobbed through windows and over hills, and smoke grenades can be used to cover your movement. There's also a huge variety of settings for the battles: desert environments, jungles, polar wastelands, mountains, among others, not to mention that there are a half dozen UFO types, and they can be in different states of destruction after crashing. *Then*, there are more missions beyond the simple UFO crash. If the aliens terrorize a city, you can send the troops in to protect the citizens from slaughter. You can attempt a raid on an alien base, or you might have to protect your own, fighting within the actual halls of a base you designed. The possible permutations of mission types is incredible. And we haven't even touched on the eight different alien types, the joys of alien mind control, the arsenal of exotic weaponry, or the fact that soldiers can improve their skills and rise in rank if they make it back alive from a mission.

AMAZING STORIES

Variety is one key element of X-COM; another is discovery. As you fight the aliens, as you capture and interrogate live specimens, and recover and research their technology, a story begins to unfold. The intentions of the aliens are slowly laid bare bit by bit until, in the end, you are poised for a final, climactic confrontation. That there is a story in the game is both a blessing and a curse for the design: a blessing in that there is always a tantalizing carrot hanging in front of the player's nose leading him to a cathartic conclusion; a curse in that the carrot isn't so compelling the second time around. For this reason, X-COM may not be a game that most people will be playing this time next year. Certainly, at the end of my third game, I'll probably be ready to move on, but that will be after 100+ hours of entertainment, which is surely more than I've come to expect from the average game.



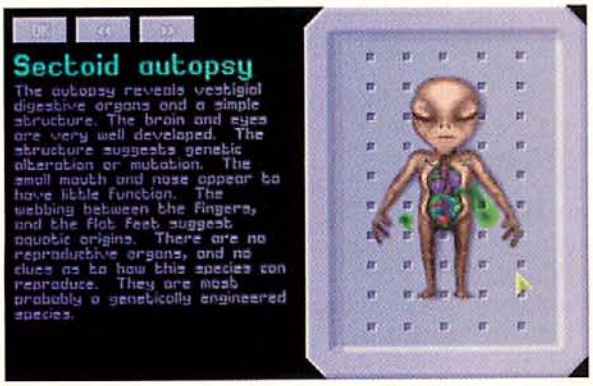
D-E-F-E-N-S-E A lone soldier protects his base from an alien attack. The aliens often pour in through the hangar areas.

Discovery is also a part of simply learning the mechanics of the game. Partly due to the complexity of the game, and partly to a game manual that is long on the obvious and short on detailed information, X-COM can take a while to learn. You should ex-

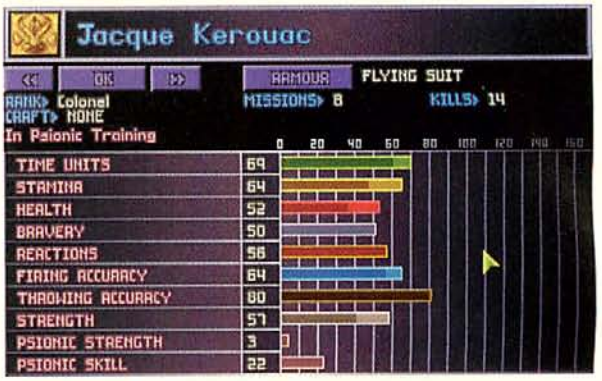
pect to restart the game two or three times before you take on a game in earnest, just to get a feel for the interface and the mechanics of play. Many soldiers will be sacrificed to the aliens, and several live grenades will be dropped on toes before you get the swing of things. Even then, it is very easy to make simple interface mistakes that leave a soldiers' butt hanging in the breeze—one of the few frustrating events of the game.

The precipitous learning curve shouldn't scare away the interested player. Those with a yen for tactical combat will find that any invested time cast upon X-COM's waters will come back tenfold in great game play. They will also be treated to hip, comic book style art that runs counter to its "B" movie story, and they'll thrill to terrific mood music and sound effects. They will also be pleased to hear that only one technical problem ever cropped up (after a few hours, the sound effect can decay into loud, static-filled noise. A quick save and restart takes care of the problem for another few hours.)

In the end, too much remains unsaid about X-COM, but then there is much more to uncover for yourself. Simply know this: It comes from Britain. It comes in peace. Its only demands are on your free time. Resistance is futile.



HE'S GOT GUTS As captured corpses are analyzed by your scientists, the story of the aliens' origins and intentions unfolds.



THE DEAD POETS SQUAD Each soldier has combat statistics that improve with experience. They can also be renamed to add your own personalizing touch.

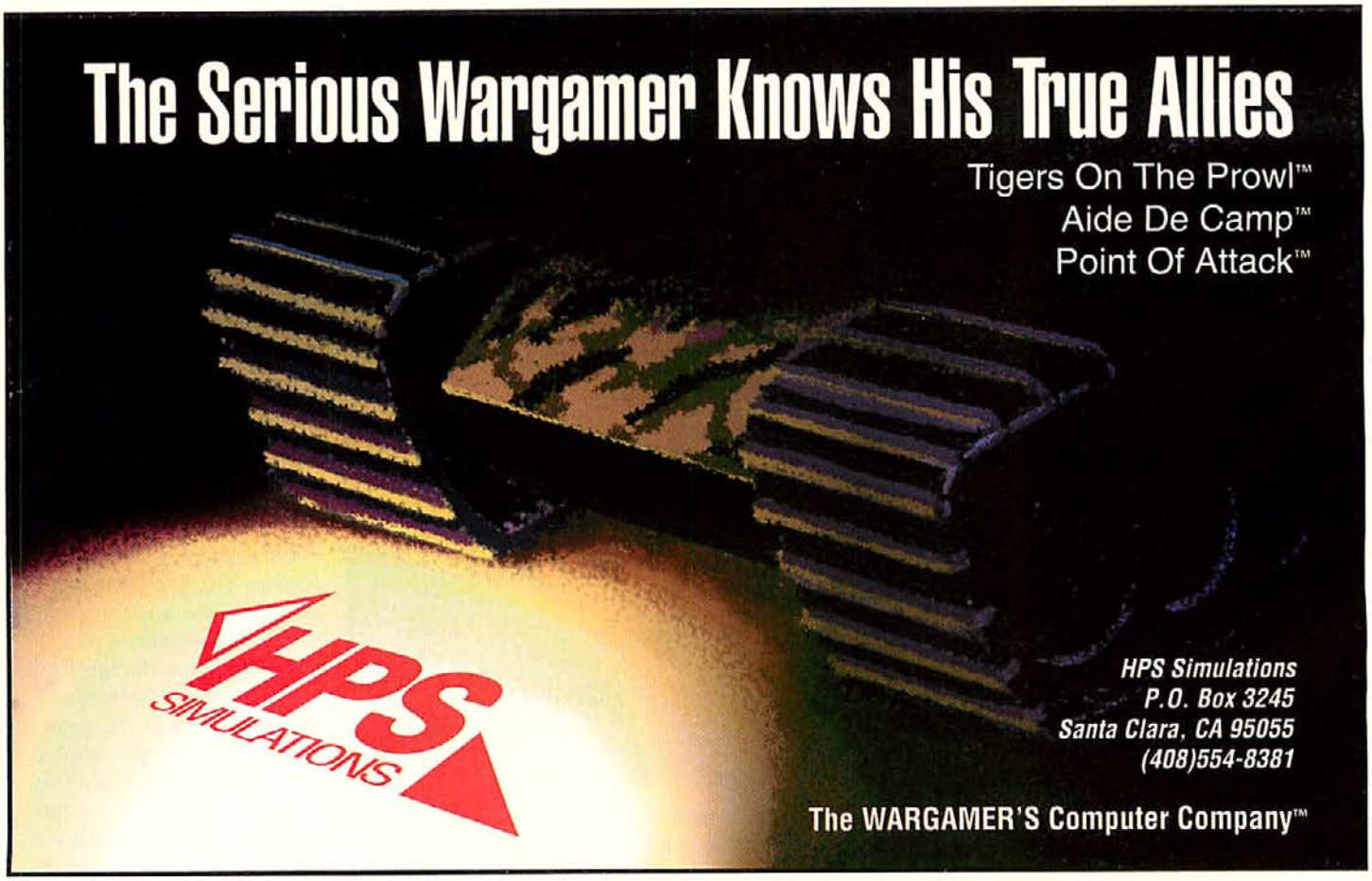
X-COM: UFO DEFENSE

RATING ✸✸✸✸✸

PRO Terrific tactical, squad-level wargame under an interesting strategic umbrella. Richly varied and intense.
CON Takes a while to wade through the game's complexity and get a feel for its inner workings. Games can be extremely long—perhaps not a "con," but a warning.

The Serious Wargamer Knows His True Allies

Tigers On The Prowl™
Aide De Camp™
Point Of Attack™



HPS Simulations
P.O. Box 3245
Santa Clara, CA 95055
(408)554-8381

The WARGAMER'S Computer Company™

Coming soon.

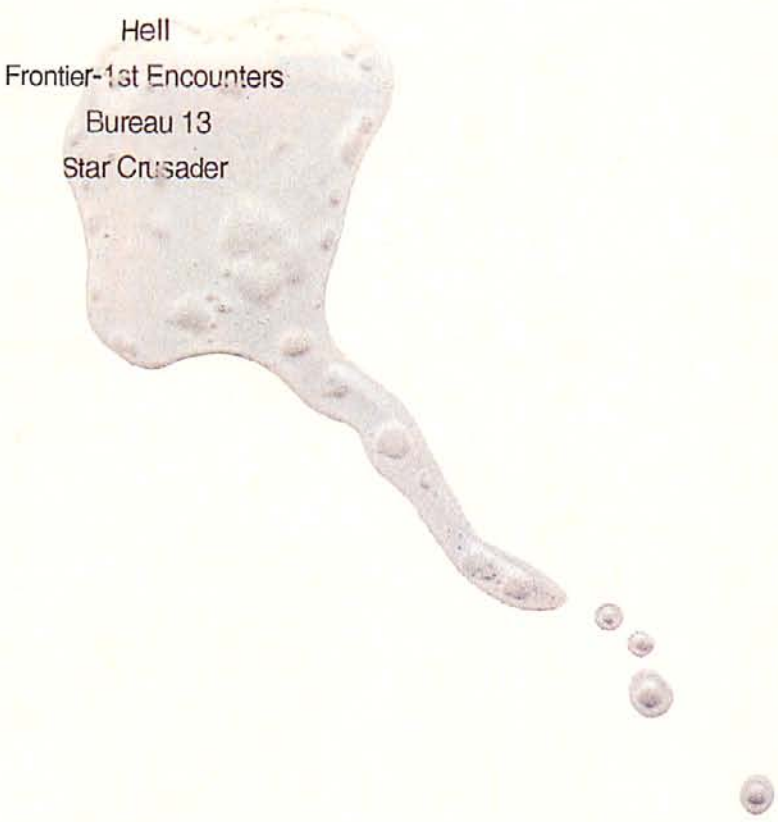
Quarantine

Hell

Frontier-1st Encounters

Bureau 13

Star Crusader



Circle Reader Service #187

We make this lovely advertisement and you drool all over it. Why do we bother?

Not Just Grand, But The Grandest



QQP's THE GRANDEST FLEET Is A Big Little Strategy Game

by M. Evan Brooks

THE GRANDEST FLEET (TGF) IS THE LATEST GAME OF NAVAL COMBAT FROM A BIG LITTLE COMPANY CALLED **QQP**. Notice that I use the word "game." TGF is a game, and not a simulation; any resemblance between TGF and historical naval engagements is purely coincidental. However, this is factual and not critical. TGF is a fun game, and one that should live a good long life on many gamer's hard drives.

Some have characterized TGF as LOST ADMIRAL II. QQP has a problem with this, and since LOST ADMIRAL II is due for release this holiday season, they would seem to be on secure ground. Nevertheless, TGF does have many similar features to LOST ADMIRAL; it also has elements of EMPIRE DELUXE and SIMCITY. If TGF isn't a direct descendant of LOST ADMIRAL, then it's a closely-related nephew.

Like LOST ADMIRAL, TGF is easy to learn, but challenging to play and difficult to win. With nine historically-based scenarios, each capable of at least ten variations, plus a random scenario option, you won't exhaust this product in a quick play, yet the individual scenarios themselves are all playable within a few hours. There are 21 levels of computer opponent, and the AI can be tough.

The Grandest Fleet



Price: $59.95
System: IBM
Requirements: 386SX or better, 2MB RAM (3MB for SVGA), 6MB hard drive space, SVGA or VGA graphics, mouse; supports AdLib and Sound Blaster sound cards
of Players: 1-2 (via modem)
Protection: Documentation Check
Designers: Bruce Zaccagnino and Thurston Searfoss
Publisher: QQP
Flemington, NJ
(908) 788-2799

BUILD POINTS ARE FLEETING

Each scenario begins when you purchase the ships that will comprise your fleet, using "build points" from a starting pool. Thereafter, gameplay flows from movement, combat and construction. While much of the structure is similar to LOST ADMIRAL, the construction phase includes not only naval, but port/city improvements. You can add a downtown, shipyard, repair yard, refinery and suburbs to your growing metropolis. In the campaigns and longer scenarios, such improvements enable you to construct new super ships, which add considerably to your fleet's offensive punch.

You begin as a seaman, and with success, you can move up to the rank of fleet admiral. You also have a political rank which starts at "citizen" and increases to "governor." You must attain the highest naval rank before political rank increases, so you must undertake a long series of games to attain the pinnacle of success. But even after a single promotion, you are awarded with a super ship at no additional cost. This allows you to get a taste of what more advanced levels can offer in terms of naval warfare.

As far as I know, TGF is the first wargame to include opera houses as an instrument of victory. City improvements such as "opera" increases culture and, thus, victory points. Universities have a similar function and are required for certain research items. However, the university actually *decreases* a city's victory points. I suppose having those "radical commie pinkos" on campus is not conducive to supporting the war effort.

The university is essential to building missile bases, which are a city's strongest defense. In the shorter scenarios, you will be unable to quickly improve the R&D capabilities and will have to rely on coastal forts. Their cost is affordable, although their placement can often be troublesome. While they can be placed in a land hex within four hexes of "downtown," it is often a matter of trial-and-error to determine which hex will in fact support a fort, and an incorrect placement will force one to begin the acquisition process from the beginning.

Cultural improvements are best left to longer scenarios. In a limited turn-based game, victory must be achieved too soon to effect any major changes, and the optimal strategy seems to be the rapid deployment of new capital ships. A strength of TGF is that the different options require different playing strategies, and the longer scenarios do in fact give victory to the "Most Cultured" conqueror.

ROCK BEATS SCISSORS

Simply put, TGF is a "rock/paper/scissors" wargame. There are eight classes of ships, including carriers, battleships, cruisers, destroyers, PT boats, submarines, transports and minelayers. Like a myopic American admiral of the 1920s, the game crowns the battleship as king, and it is clearly the most effective unit. However, its high cost and extreme vulnerability to submarines requires that you develop a more balanced mix.

Finally. A Sound Card from a company that knows sound!



Soundscape™ by ENSONIQ. The first wavetable sound board that gives you professional 16-bit sound and compatibility with today's hottest game titles and multimedia applications – at a price you can afford.

ENSONIQ is a leading manufacturer of high-quality synthesizers used by top recording artists. Now, the same wavetable technology that drives our $3,000 keyboards is available for your PC.

Award-winning sounds. Our commitment to sound is unequaled. With Soundscape, you'll hear sounds created by Grammy Award-winning musicians, renowned orchestral players, and top studio engineers.

Maximum compatibility. Great sound doesn't matter if your board won't work with your software, so we've made Soundscape compatible with virtually all PC standards. Whether you're in the game room, the classroom, or the boardroom, Soundscape will provide unrivaled sound quality for all your applications.

Make the right choice.

Call 1-800-942-0096 for more information. Soundscape is now available at all Electronics Boutique and Waldensoftware locations.



For $279 (suggested retail) you get:

- Genuine ENSONIQ wavetable synthesis
- 16-bit sound with 32 voice polyphony
- Supports the broadest range of games and multimedia standards, including: *SoundBlaster™*, AdLib™, MPU-401, MT-32, General MIDI, MPC Level 1 & 2, Windows™ 3.1, Windows Sound System™*
- No host CPU overhead; no TSR's
- 3 CD-ROM connectors for maximum flexibility
- 60-day no-nonsense refund, plus a three year limited hardware warranty

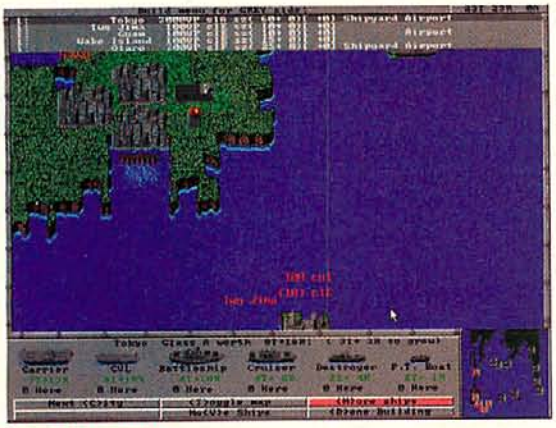
ENSONIQ™

LEADING THE WORLD IN SOUND INNOVATION

* With the exception of the few titles that use ADPCM.

All trademarks property of their respective owners.
© 1994 ENSONIQ Corp, 155 Great Valley Parkway, Malvern PA 19355-0735

Circle Reader Service #191



SON OF TSUSHIMA If you decide to refight the Russo-Japanese War, the cities and ships of the participants sport a more modern look than in the 1903 original.

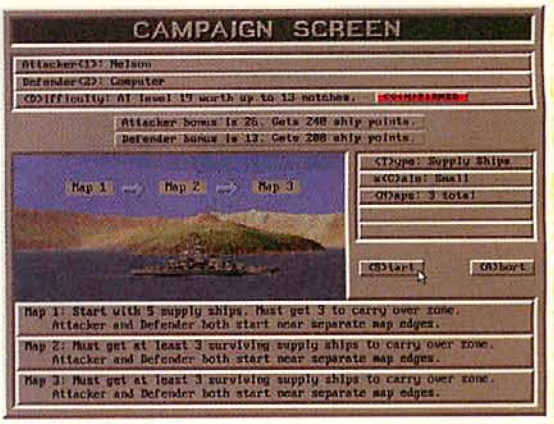
While normal combat offers a fixed fire/damage rate, you can randomize the damage. This will +/- the damage results by two for larger ships, with a 10% chance of a critical hit. Smaller ships will have a +/- 1, but no chance of an outright kill.

Invasion of enemy cities is a key component of success. An enemy city must be beaten into submission until the invading warship has sufficient "invasion points." Until such time, any ship within range may bombard the enemy city, but the ship occupying the invasion port will generate a reduction of one point per turn.

Unlike LOST ADMIRAL, TGF offers more cases of ranged fire—in the case of cruise missiles and aircraft, even across land masses. Part of the challenge is to play scenarios with different ship mixes; what works in one scenario is completely ineffective in another. Sadly, mine operations are only functional in two-player games; like the U.S. Navy, the AI can't figure out how to use or remove mines effectively.

Actual tactics are scenario dependent, particularly with the enemy's fleet mix. Optimum performance involves employment of weapons platforms that degrade the opponent's strength at the least expense to your own. For example, use of submarines in a forward picket against an enemy battleship will be effective. But any credible opponent will only absorb such an attack for one turn before destroying the submarine line with a formation heavy in destroyers or PT boats. Then, you should be ready to respond with air support and cruisers and battleships to destroy those pesky submarine-destroying assets. And so it goes...assault responded to with counter-assault, until the final casualty is tallied. The winning player's force will be characterized by optimum force structure combined with proper use at the proper time.

Careful attention must be paid to victory conditions. A campaign encourages careful conservation of assets, since those assets saved today can be used in tomorrow's scenario. A quick scenario does not encourage preservation of assets; instead, quick victory points are the arbiter of success.



ADMIRAL FOR A DAY While the short battles are fun, it is the campaign option that lends THE GRANDEST FLEET its character.

ALL EYES AND EARS

The general presentation of TGF is pleasing and informative. As a battleship brings its guns to bear, you can see the turrets slewing and suddenly erupting in a skull-rattling belch of flame. When a ship is sunk, it either sinks slowly to the bottom, or more ignominiously cartwheels across the screen into oblivion. While occasionally crossing into the overly cutesy corridor, the graphics are colorful, interesting and more than sufficient for a game of this type.

The sound support has been roundly criticized by a number of users. While there is no problem with the 8-bit Sound Blaster cards (aside from a volume and tedium overly reminiscent of television commercials), both Sound Blaster-16 and ProAudio cards cause occasional lock-ups. QQP is working on a patch for this deficiency.

The patch that they are *not* working on concerns the basic documentation and manual. Aside from the chart with incorrect statistics and lack of an index, the information is all there, but presented in a less than orderly format. Attempting to learn the game from the documentation is an effort that has been rendered unduly difficult.

Finally, saved games are iffy propositions. With super-ship options, the saved games seem to reset switches, and in campaigns, it is difficult to get a successful save between scenarios. Hopefully, this will also be corrected in a future patch.

THIS IS NOT YOUR XT'S TONTO

In the prehistoric days of computers, SIDEKICK offered an array of interesting add-on programs to a hard drive user. But the expanded version became a large and often cumbersome program with little of the simplicity that one had admired in the initial release. I was concerned that TGF would be a SIDEKICK to LOST ADMIRAL. To a limited extent, it has become so, but the additions of the city economic modeling and the improved graphic capabilities more than offset my concerns.

In the end, it is the program's replayability and variety that win the day. You can win as a city improvement planner, you can win as a military leader. What you cannot do is win continuously by using the same philosophy and tactics. This is what great gaming is all about. TGF is a stimulating and challenging game, and one that most gamers should find well worth the time and effort.



THE GREAT GRAY FLEET While Battleships are the most powerful, you'll need a balanced flotilla to rule the waves.

THE GRANDEST FLEET

RATING ✸✸✸✸

PROS The short scenarios and the challenging tactical game make this one a fun and fast play. A variety of tactics required to win.

CONS Details of gameplay are hidden within poor documentation. Interface has its awkward moments. Lack of historicity will be drawback for some.

Microforum Presents:

THE LATEST IN CD-ROM



NEW!

Virtual Escape

An absolute must for all computer users! Incredible animation will take you into a relaxing virtual world! Select your own virtual animation and music to help escape everyday stress & worries (music selection includes "Barcelona Nights" by Ottmar Liebert which has sold over 500,000 copies). This CD also includes "Super Natural" 3D photographs which you can view with newly developed 3D glasses enclosed! Also the latest in fractal animation and a live video personal trainer to guide you through specific exercises designed to tone your body to fight everyday stress.

S.R.P. 49.95



NEW!

G.O.R.G.

Experience the adventure of a lifetime and venture into the dark threatening planets of the G.O.R.G. galaxy. These games specifically designed for CD-ROM will keep you playing for hours. Includes an extensive collection of sound effects, animation, incredible graphics and over 35 planets to explore.

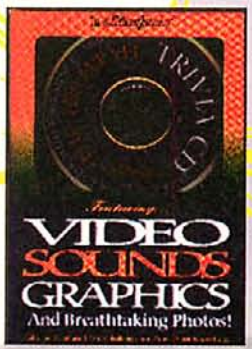
S.R.P. 49.95

ATTENTION DEALERS!

Get into the Microforum Multimedia Program! With over 20 fabulous titles to choose from, these will prove to be hot new items among your customers.



NEW!

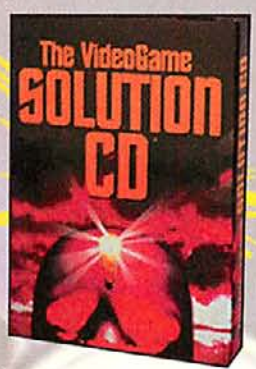


The Ultimate Trivia CD

Take the Ultimate Trivia Challenge and test your knowledge. The Ultimate Trivia is the most advanced, challenging and exciting trivia game you'll ever play. This advanced multimedia trivia game includes live video questions, incredible sound effects, breath-taking photography and hundreds of Trivia Questions!

S.R.P. 49.95

NEW!



The VideoGame Solution CD

This CD-ROM includes easy to follow instructions to use hints and tips on how to solve the most popular games on the market! Also included are special editors which allows a player to have an unlimited number of lives and makes each game more exciting.

S.R.P. 39.95

NEW!



SUPER ARCADE GAMES

The ultimate CD for video games. Hundreds of the very best arcade style games with incredible graphics, super sound effects and fast action! All games are easy to install and are carefully selected in this limited collector's CD-ROM edition! Most games can be run directly from the CD!

S.R.P. 29.95

FOR A COMPLETE CATALOGUE PLEASE CALL (416)656-6406

ATTENTION PROGRAMMERS

DO YOU HAVE A SOFTWARE PROGRAM SUITABLE FOR CD-ROM? MICROFORUM IS LOOKING TO ADD TO ITS INTERNATIONALLY DISTRIBUTED CD-ROM COLLECTION. FOR MORE INFO. PLEASE CALL (416)656-6406

Microforum

1 Woodborough Ave. Toronto, Canada, Tel: (416)656-6406 Fax: (416)656-6368

SOLD AT BETTER COMPUTER STORES EVERYWHERE!

TO ORDER DIRECT CALL TOLL FREE 1-800-465-2323

Mongols In Steppe

GENGHIS KHAN II Conquers The Plains of Asia And A Wargamer's Hard Drive



by Terry Lee Coleman

WHEN CONSIDERING THE GREAT CAPTAINS OF HISTORY, GENGHIS KHAN WAS TO THE ORIENT WHAT Napoleon or Alexander the Great was to the Western World. A reflection of the harsh conditions which molded his nomadic people, he used his fierce charisma and military talents to make the Mongol horde synonymous with irresistible force. Fearless, determined and innovative, he brought empires to their knees with bold tactics and new weaponry. His dreams of world empire were too much for one man to achieve, and he never lived to see his descendants rule over lands from Korea to eastern Europe. GENGHIS KHAN II (GK2) from **Koei** allows you to attempt to succeed where even the great Khan himself failed.

GENGHIS KHAN II: CLAN OF THE GRAY WOLF

Price: $59.95
System: IBM
Requirements: 386 or better, VGA graphics, mouse; supports Sound Blaster and AdLib sound cards
of Players: 1-4 (same computer)
Protection: None
Publisher: Koei Corporation
Burlingame, CA
(415) 348-0500



At first glance, GK2 looks like "RISK Goes Eurasia," complete with map divided into colored regions. Still, the graphics show the great strides that **Koei** has made in the past year, and compare favorably to other strategic wargames. What most gamers will enjoy is the simple interface, which allows you to jump right into the action. Basically, you pick one of three scenarios, trying to either Unite Mongolia, achieve Genghis Khan's Great Ambition of conquering all Asia, or effect the Birth of the Yuan Dynasty, where Kublai Khan leads the Mongols from Korea to the gates of Western Europe. A fourth World Conquest scenario is included for those generals who can successfully complete the Conquest of Mongolia.

For those who would rather try and best Genghis at his own game, each scenario has a variety of leaders from which to choose. Twenty-one historical personalities are rated in politics, war, leadership and charm, from A (world-class) to E (incredibly inept). As one might expect, Genghis only earns a C in politics (being an uncompromising negotiator), but his report card is impeccable in all other subjects. For a real challenge, you can take the field as John I of England, whose average grades would put him on academic probation at any respectable war college.

Each turn, leaders expend body points to perform actions, the idea being that even the best of rulers can accomplish only so much in a given season. For instance, Genghis has 15 body points each turn, so he could recruit troops (4 points), train them (5), and go to war (6, for a total of 15). Most leaders must spend more on each action, or have less body points, so that the design realistically reflects Genghis' superior empire-building skills.

The player's decisions are hardly limited to the military sphere, with economics taking on major importance. Trade occurs when a merchant visits one of your territories, and is one of the easiest ways to build your empire. Some merchants travel from as far away as Venice, and offer many opportunities to sell silks or porcelain at great profit. Arms can be purchased to strengthen your military forces, or you may simply want to buy and sell various goods in an attempt to corner the market. Still, merchants tend to hit the wealthier states more often, so a ruler who lingers in Lower Mongolia is likely to find himself stuck there with a penniless purse.

Inexorably linked to your fortune is the happiness of the populace, expressed as a support rating. To keep the natives from rebelling, you must allocate the labor so that enough food is produced through herding and harvesting. Construction is a must to improve the economy, provide shelter from disasters, and defend against ill-tempered neighbors. Taxes are a last resort, as they drive support down, while a few gifts of food or furs go a long way toward ensuring loyalty. While not exactly "Merchant Prince Khan," the economic module provides plenty to juggle, as there are never enough body points or gold pieces to cover every eventuality.

As if a ruler didn't have enough headaches, conquered lands must have governors appointed from a pool of generals. Problem is, a general loyal in war may soon fall prey to ambition as the glory and grandeur of governing puffs up his pride. Even if loyalty is not in question, great warriors do not always make good bureaucrats. Thus, the game system allows you to appoint an advisor to address the balance, but with the trade-off of lost time and body points.

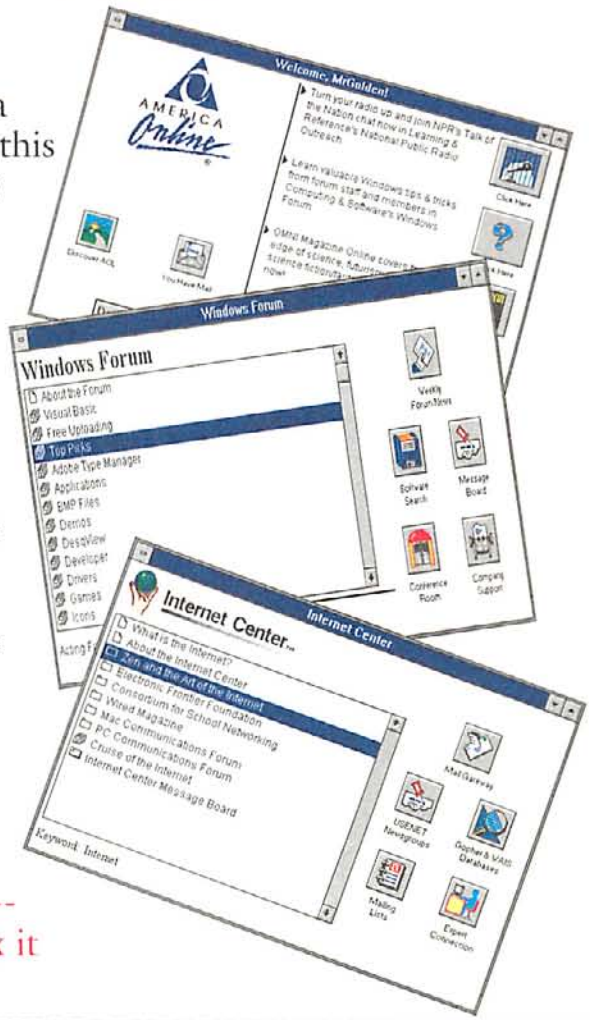
Diplomatic options allow you to extort

Own a Modem?

Try America Online FREE

AVAILABLE FOR MAC, DOS AND MICROSOFT WINDOWS™!

If you own a computer and a modem, we invite you to take this opportunity to try **the nation's most exciting online service, America Online® — FREE.**



- Build a software library by downloading selected files from a library of thousands — productivity software, games, and more!
- Get computing support from industry experts at online conferences and through easy-to-use message boards.
- Tap into expert advice on running a small business in the exclusive Microsoft® Small Business Center.
- And much more! Order now and you'll receive FREE software and a FREE trial membership to try America Online.

Join us in this exciting opportunity--
complete and mail the form below or fax it to 1-800-827-4595.

Detach & Mail Today!
Must respond by 8/31/94

Yes! I'd like to try America Online — FREE.

Send me the free software and trial membership. I understand there's no risk — if I'm not completely satisfied, I may cancel without further obligation.

AMERICA Online

NAME _____

ADDRESS _____

CITY _____

STATE _____ ZIP _____

( ) _____
HOME PHONE

SELECT DISK TYPE AND SIZE —

Windows*: ❑ 5.25 ❑ 3.5

DOS: ❑ 5.25 ❑ 3.5 ❑ High Density ❑ Low Density

Apple®: ❑ Macintosh®

*To use America Online for Windows, you must have a 386 PC or higher, 4MB of RAM, a VGA monitor, a mouse, a modem, and a working copy of Windows 3.1.

Use of America Online requires a major credit card or checking account. One free trial per household. America Online is a registered service mark of America Online, Inc. Other names are service marks or trademarks of their respective owners.

0688-(W

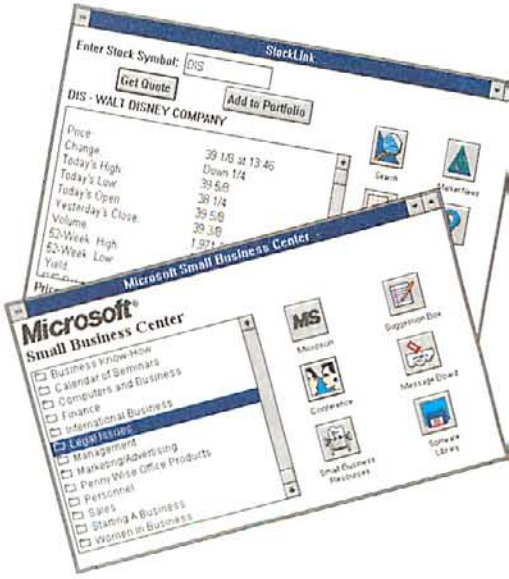
ATTENTION MODEM OWNERS!

RESPOND BY 8/31/94!

How Many of These America Online Services Could You Use Right Now?

- Stock Quotes and Portfolio Management
- More than 80,000 Software Files and Programs
- Fast, Easy Multi-File Downloading
- Searchable Online Encyclopedia
- International E-Mail Gateway, Fax and U.S. Mail Capabilities
- Multi-Player Graphic Games
- Microsoft® Small Business Center
- Access to Computer Industry Experts
- Special Interest Groups and Clubs
- Graphic Windowing Interface
- Homework Help and Tutoring Sessions

See other side for details about your FREE trial of America Online!



NO POSTAGE NECESSARY IF MAILED IN THE UNITED STATES

BUSINESS REPLY MAIL
FIRST CLASS MAIL PERMIT NO. 9096 VIENNA, VA

POSTAGE WILL BE PAID BY ADDRESSEE

AMERICA Online

8619 Westwood Center Drive
Vienna, VA 22182-9806



LET'S MAKE A DEAL Manipulate merchants to develop your burgeoning economy—and pay for more Mongol hordes.

tribute from weak neighbors or bully them into submission if your reputation and timing allow. Alliances offer the opportunity to secure your flanks for up to eight years, assuming enough time and effort are invested, as neither allied party may attack the other for the period of the agreement. Unrealistic? Perhaps, but perfectly in keeping with the Mongol tradition of honor. Besides, it adds a degree of depth to the game, and by itself justifies the diplomatic rules.

In his spare time(!), a ruler must spend a few hours with his wife in order to produce heirs. Heirs are crucial, as they allow a player's dynasty to continue should he die. Also, a male child aged 10 or older may become a general or governor, while a female of the same age may be married to a general, assuring the son-in-law's loyalty forever.

TO YOUR SCATTERED BODIES GO

If this were all GK2 accomplished, it would be a good game. That the strategic aspects of the game are combined with a fun tactical system for resolving battles is a treat for the wargamer. Each province has native forces indigenous to that region for levying purposes, such as Nomads and Mongols in Mongolia, Knights in most areas of Europe, Samurai in Japan, and so on, comprising 16 different types of units in all. All units are rated for Close Combat, ability to Charge, and Defense, with ranged units also rated for their ability to fight from a distance.

When a war is declared, the forces are organized into legions of one to four units each, with no more than five legions (20 units max) being able to invade an enemy province. All units must be maintained, at a cost of 10 gold per turn, but the invader must also allocate at least 50 gold minimum per unit to entice the forces to leave their homeland. Food must be stockpiled or the units will suffer casualties more easily. While the problems faced by would-be Khans are quite historical, the surprise is that the game system presents logistics, training, arms and the like so elegantly that this part of the game is fun rather than frustrating.

Once the invasion begins, the defender and the attacker place forces on an operational map, similar to those found in Koei's ROMANCE OF THE THREE KINGDOMS 3. The avenues of approach differ with each combat, because each of these maps corresponds exactly to the strategic relationship between the two provinces on the strategic map! Thus, an invasion of Japan must land amphibiously, attackers from southeast Asia to India must come from the east, and so on, with hundreds of combinations possible. Complicating the invader's task are natural defenses of hills, streams, forests—some eight terrain types in all—to slow his advance and create rallying points for the defense.

Getting around on the operational map is a matter of issuing commands to your legions, with each leader having one to three commands per day-turn, again depending on his war rating. Subordinate generals will perform independently, but are subject to brilliance or disaster, as their individual ratings and random factors go. In addition to maneuvering troops, you may attempt to bribe enemy legions, set ambushes, "blitz" for an all-out assault, or gather information on the disposition of the forces arrayed against you.

Battle ensues, legion on single legion, as combat moves to the tactical board. While having a miniatures feel, GK2's tactical system differs from more recent games like KINGMAKER by mixing abstractions and realism in uncommon ways. The "edge of the world" syndrome is reminiscent of a boardgame, but is less of a problem because there are only four units or less on each side in a given combat. Generally speaking, a full-strength unit is comprised of 200 soldiers, and takes up four "mini-spaces" on the tactical board. For instance, a Nomad unit would have four cavalry pieces making up the unit, which moves and fights together. As the unit takes losses, it loses one of its "horses." Tactically, this means that even depleted units may be used to advantage, as they fit into smaller spaces than their full-strength counterparts. The flip side is that units which survive with any fraction of their forces return to normal in the next seasonal strategic turn, so what forces to risk and when to risk them is a *big* decision during play.

Natural defenses such as trees block movement and help shield against missile fire, while constructed defenses are represented as moats and fortified walls. Each unit type has a mobility rating which it uses, in standard movement point fashion, to move through terrain. The game even allows for different movement rates based on weather patterns and time of year. As units close



NOWHERE TO HIDE Caught in the open, Doradosa's heavy infantry must wade through a rain of fire to reach the Mongol forces.



DEAD MAN'S HAND When your ill-tempered neighbors try to bluff you, give them an attitude adjustment backed by cold steel.



LIKE FATHER, LIKE SON Joti, son of Genghis, leads the charge on the demoralized Indian army.

with the enemy, they may expend mobility to attack with ranged fire, or in close combat. Arms and training limit the number of times missile units may fire in a battle, so deciding when to loose that last volley of arrows makes for many tense moments. Deciding when to charge, withdraw, close with the enemy, or personally lead troops in battle, are only a few of the numerous decisions sure to make any armchair general happy for hours on end.

Units also have morale ratings and may become shaken, leaving them open to a charge from the enemy, complete with crashing sounds. The elephants are a delight, trampling and trumpeting, and Norman Knights crash with cacophony right out of a King Arthur film. The only improvement would be if the exhortations from the generals to "Move forward with strength. Crush the enemy," and the like were spoken rather than mere text upon the screen. Perhaps in GENGHIS KHAN CD...

The best thing about the tactical system is that the player learns some of the finer points of combined arms, as he must properly use a myriad of units in a variety of different tactical situations. As with the strategic game, there is no one sure path to victory, with the opportunity for every gamer to develop his own discernible style. The AI opponents, especially when set to hostile, will provide a strong challenge to any human general on both the strategic and tactical levels. Ready to pounce at any sign of weakness, they are very good teachers, especially when you find yourself on the wrong side of an ambush. Best of all, the computer seems to play by the same rules as human participants, a rarity indeed.

Ultimately, GK2 is a classic computer wargame in the truest sense. Amazingly easy to learn and bug-free, it is difficult to master. Although the game system is strong, it also has a charm and elegance missing from many games these days. If the folks at Koei aren't directly descended from the Gray Wolf clan, you couldn't prove it by me.

GENGHIS KHAN II: CLAN OF THE GRAY WOLF

RATING ★★★★

PROS A very solid wargame with lots of panache. The scenarios and tough AI will keep gamers riding the Asian plains for many moons.

CONS The tactical battles are a bit too abstract for some tastes. The game cries out for modem play.

Q.Q.P.'s Strategies of the Month

The Grandest Fleet Playing above difficulty levels 12-13(of 21)can be tough, yet interesting. I(Bruce Williams) enjoy level 16. Sometimes at that level I can't buy a win and other times(with enough thinking) I can kick butt. When you first get Grandest Fleet, start at levels 1-5 until you get used to the mechanics of the game. In the short games forget super-ships. In the medium to long games, create the economy to build these super-ships. Almost inevitably, your opponent will be doing the same. A string of super battleships and/or super carriers, aiming down the channel at your basic conventional fleet, will make you want to melt in your shoes. My favorite ways of playing Grandest Fleet is in either the random map or the balanced historical maps. In the random you pretty much set your own balance by your choice of cities at the start. In the historical, the balance is set by playing both sides in tandem(ala Perfect General). In the shorter historical maps 10-12 turns, playing both games against the computer shouldn't take longer than 1.5 to 2 hours.

Origamo Look out for the Great Origamo Sweepstakes posted in this magazine! Prizes include cash, and games from the QQP library.

Bridge Olympiad The computer opponent is most challenging. If you are a novice, try switching around your opponents to get the mix that works well with your playing style. Also if you're having trouble winning don't be afraid to go back to the practice room for some very good tutorial advice. I think you'll play this game for the rest of your life. Our Solitaire's Journey has that same long lasting appeal.

The Pure Wargame A clean - thinking man's game. With this game you will embark on a Tour de Force of tactics and strategy.

Q.Q.P. 495 Highway 202, Flemington N.J. 08822 (908)788-2799

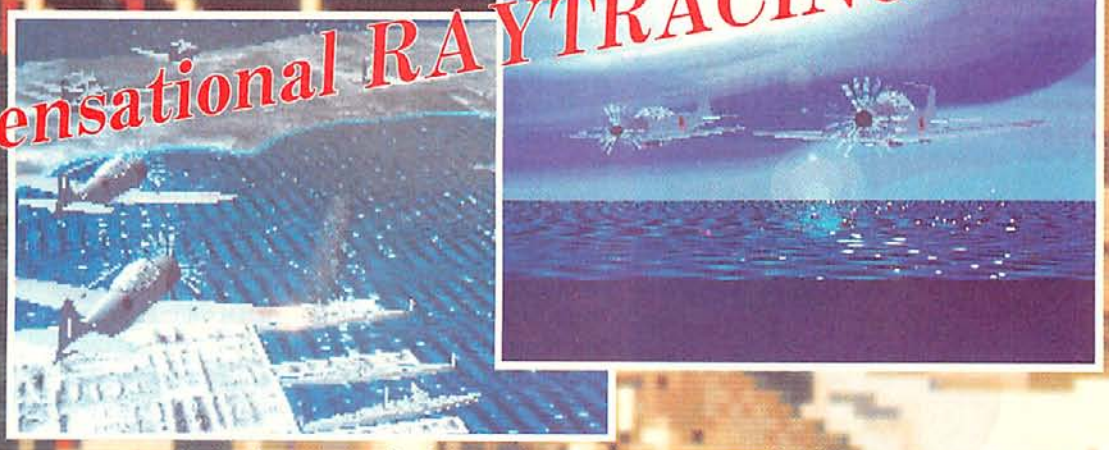
Circle Reader Service #180

Formation Attack™

Now out on CD-ROM

You are the Ace squadron leader. Your mission is to attack and destroy the battleship "MUSASHI"off the coast of Leyte,The Philippines,during WWII. Choose between the F6F Hellcat(fighter),the SB2C Helldiver(dive bomber)or the TBM Avenger(torpedo bomber).

Sensational RAYTRACING animation



Actual screen photographs as they appear in the game

Spunky Computers U.S.A

&

BELL

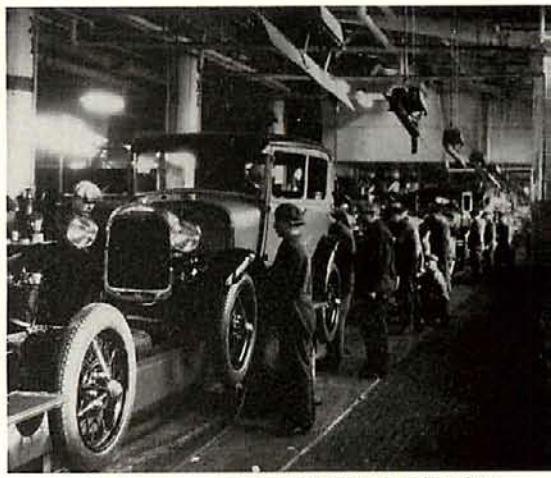
Distributed by Spunky Computers U.S.A., Inc.

Created by Bell, Inc.

Circle Reader Service #197

"What's Good for GM is Good for America"

But is DETROIT Good for Impressions Software?



Ford Motor Company archive photo

by Alan Emrich with Petra Schlunk

WHEN POPULAR SINGING GROUPS IN DETROIT BEGAN TO BE KNOWN FOR A DISTINCTive sound, it was called Motown in honor of their city's moniker as the Motor City. When you talk about the automobile industry, you talk about Detroit. In spite of the fact that both domestic and international auto makers have assembly lines all over the continental U.S., we tend to think of Detroit as a synonym for the auto industry. Now, **Impressions Software** has provided a simulation that lets you attempt to become the next Ford, Buick, Olds, Shelby or Tucker. DETROIT allows you to build an automotive manufacturing empire.

Detroit

Price: $69.96
System: 286 or better (386+ recommended), VGA graphics, 6.5MB hard drive space, mouse; supports AdLib (+Gold), Sound Blaster (+Pro) and Roland sound cards.
of Players: 1 to 4 (including modem play with patch)
Designer: David Lester
Publisher: Impressions Software
Cambridge, MA
(203) 676-9002



DETROIT is a natural sequel to Impressions' previous business simulation, AIRBUCKS. Like its predecessor, it is a game for spreadsheet warriors only. Unlike **MicroProse**'s RAILROAD TYCOON in which trains have to run on schedule, there is no real time pressure in this game, nor are there pretty graphics of a growing business empire. DETROIT is purely a game of resource allocation in which you respond to a mysterious "market" using the limited information provided by profit/loss statements, graphs and other data. This is a game for people who enjoy playing by, and with, the numbers.

ROLL OUT THE CHASSIS

The game begins in January 1908 with each player starting a competing car company. DETROIT is always a four-sided contest, with one player against three computer controlled companies, multiple human players sharing a computer or, if they have the game's patch, by modem. Each turn represents one month and the game is 100 years long. That's 1200 turns of mathematical assembly line aerobics!

As the game begins, there are few viable markets among the world's "territories." The Northeastern U.S. is clearly the place to start your company, with all of the U.S., Northern Europe and Canada ready to consume these newfangled contraptions at the game's outset. The demand for automobiles in other territories around the world is generated on a predetermined schedule, which you must discover by trial and error. To start selling cars, you must "open" a territory, which involves building at least one sales office there, supported by a bit of advertising that can include a monthly dollop of dollars for billboards, print media and sponsored sports events.

Since each player begins with a single, viable family sedan car design, the next step is to set up a profitable business. Generally, this means hiring workers so that each of the assembly lines (there are six per factory) has an optimal number of workers building successful models. Since starting salaries and benefits are randomly generated at the beginning of each game, it is critical to adjust these numbers so that researchers and assembly line workers are making a decent wage (i.e., one that creates a few new prospective hires in the employment pool each turn) while your company is making a healthy profit.

Henry Ford once said, "People can have our cars in any color they want, as long as it's black." But once your company is running in the black, your cars no longer have to. At that point, you can create your own designs of various model cars, painting them in any color you want. Through a scrolling variety of fronts, middles and rears, various car sections can be combined to make sports cars, sedans, luxury models, trucks and a variety of other car types. The body design, choosing from a variety of painstakingly researched features such as engine types, braking systems, and luxury options, is the next order of car design. While each feature adds to the quality and value of a particular car make, it also increases the cost to produce it. With a design completed, the prototype can be taken to a test track for evaluation to help you determine the car's potential success in the marketplace.

As the game progresses, you merely try to keep up with events and stay profitable. New technologies are discovered, new cars get designed, new markets open up...the world changes, and you must tweak the numbers to change with it. Obsolete car models will not sell, so you

must keep up with the competition by spending money on research and upgrading or redesigning cars when new technology is discovered. When demand increases, you put more workers on each assembly line or open up a new factory to pick up the slack. When new territories open up, you must plant your corporate flag in the sand with a new sales office and marketing campaign. When war looms, global demand for cars will fall, so you get to be the cruel, tightfisted comptroller and lay off dozens of workers and charge outrageous prices for cars in order to keep your company viable.

SHOWROOM BEAUTY

Among DETROIT's better features are its fairly intuitive interface, good tutorial, and the ability to print out the myriad of reports available each turn (for those who want to archive their titanic business struggles). Additionally, a booklet included with the game entitled "The Open Road: A History of the Popular Car" by Jennifer Hawthorne was a particularly good read, adding considerable atmosphere to one's situation in the game.

Impressions was also wise to include a "Cheat Card" to help players focus in on initially optimal adjustment numbers, thus preventing new players from getting too frustrated at having to replay the beginning of the game repeatedly until discovering values that work. Finally, although we are not enamored with the blocky, low-res graphic look of DETROIT, Impressions certainly has done a commendable job of making this game look good—adding some animation here, painting nice backgrounds there.

I'VE SEEN THIS WORLD BEFORE

While an interesting concept and an initially absorbing game for number crunchers at heart, DETROIT has a fatal flaw. It is a puzzle game rather than a true strategy game. What we mean is that much of the world is "fixed" in every game, and thus predictable. The markets open up at the same time, with virtually identical demand, in every game. The demand for sedans will always be high at the beginning of the game as a fixed percentage of overall car demand (75% initially, with a 10% demand each for sports and luxury cars, with the remaining bit primarily for trucks—there's an early game hint for you!). We've seen the game's car demand spreadsheet that shows more of this predictable pattern, putting the game squarely into the nature of a puzzle to be solved.



THE POINT & CLICK MANAGER Use the intuitive interface to get around quickly in your automotive factory complex.

Replayability in a strategy game is strongly dependent on randomness, making the discovery of demand and markets an important element in each game, rather than a rote task acquired from experience and memorization.



DREAM CAR Paint your car any color from cobalt blue to tantalizing teal, but make sure you stay in profitable black.

Another irksome feature is the limited impact of marketing on the preset demand values. No matter how many showrooms you open, how much you advertise, or how cheap your cars are (yes, we have tried selling the $1 car), prior to the fixed game turn that a market opens, no one will buy a single car. C'mon! While the game simulates marketing as a struggle for claiming more of the existing market share, it does nothing to simulate using marketing to increase the overall demand for a product.

And what of troubled times? Demand for family cars, naturally, plummets during both The Great War and The Big One (World Wars I and II). Still, didn't Detroit produce military vehicles? While a whole module could have been included for designing and improving tanks, half-tracks, jeeps, etc., to have massive layoffs and cutbacks on consumer car production as the only impacts on the automobile industry during the wars just doesn't feel right. This one-sided gimmick would only make a corporate president say, "Hey, where's my government contracts?"

Besides an unrealistic simulation of the impact of war on the automobile industry, other interesting events that affected this business were neglected. For example, it might have been nice to include scenarios exploring the economic situations of the Post War Boom of the '50s and the Energy Crisis of the '70s—anything to cut down on those 1200 turns would be welcome.

Finally, there are no AI differences between the various game difficulty levels. In fact, the only difference is the amount of money a player starts with—a non-issue once you learn how to fiddle the starting numbers so that your company is producing a profit right from the start.

CRASH TEST

The initially released version of DETROIT had a lot of bugs, but the patch file has gone a long way toward addressing these, and we found no problems after installing the file. Our criticisms remain focused on the game's lack of variation. A good strategy game is played over and over so that you can experiment to find different paths to success. DETROIT, once "cracked," offers little to inspire another go. Sadly, unless Impressions follows up this release with an interesting series of scenario disks that would offer new eras and new demand algorithms, DETROIT is a game to take for a spin around the block and park in the garage.

DETROIT

RATING ✸✸

PROS Another original and potentially fascinating concept from Impressions. There's a great tutorial, clean interface, and lots of reports that can be sent to your printer.

CONS The implementation doesn't match the concept. There's no variability in the game, so once a few key variables are figured out, it's trivially easy to win.

The Reign Of Same...

...Lies Mainly In ULTIMATE DOMAIN

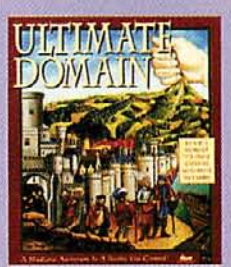
by Tim Carter



TO HEAR SOFTWARE TOOLWORKS TELL IT, ULTIMATE DOMAIN IS EVERY GAME TO EVERY PLAYER. THE PACKAGING claims that this "ultimate" experience combines "sophisticated simulation, role playing adventure and warmongering fun," all under one gaming roof. Need it be said that the product inside the box fails to match the lofty claims of the packaging?

A more critical take on ULTIMATE DOMAIN reveals a lackluster strategy game with very little of what most gamers refer to as adventure, role playing, or simulation elements. Even the advertised *fun* is difficult to find. What one does find after a few minutes of play is that this game seems to be a marketing-inspired attempt to distill the vital essences of two successful strategy games, POPULOUS and CIVILIZATION, and combine them into one potent gaming brew. Unfortunately, it seems the designers failed to recognize that quality is not simply a matter of using the best ingredients, but in the careful blending of those ingredients.

ULTIMATE DOMAIN



Price: $59.95
System: IBM
Requirements: 386-25MHz or better, 2MB RAM, VGA graphics, 5MB hard drive space, mouse; supports Sound Blaster sound card
Protection: None
of Players: 1-3
Developer: Microids
Publisher: Software Toolworks
Novato, CA
(415) 883-3000

STRAT O' GEMS

The object of the game is to retrieve seven jewels scattered randomly across one of five possible maps. A map is seen from the top-down, angled view reminiscent of POPULOUS, although with much better graphics and detail. In order to support the search for the jewels, as well as protect the jewels once they have been found, you must build and maintain a medieval empire. The infrastructure of this empire consists of buildings and people, which are dynamically displayed on the map. Individual characters move about at their assigned tasks, while new buildings are raised, forests are hacked down for lumber, and the seasons pass with the appropriate transformation of the landscape.

Members of the populace are employed in a number of different trades, from farmers through architects, inventors, woodcutters and a variety of soldier types. Empire building involves generating enough people and resources to fully exploit your initial plot of acreage, and then sending out soldiers to attack the enemy.

DEVIL IN THE DETAILS

As you delve into the finer points of the game, you may find several areas where awkward game mechanics can lead to tedious play. For instance, architects who are not specifically assigned to construct a particular building will build houses for other members of your empire. This is fine, except that you are totally at the mercy of the whims of your architects regarding the location of these houses. Otherwise-friendly architects have a nasty habit of constructing houses in the path of uncompleted roads, defensive walls or other important projects. Combine these inefficient city layouts with the fact that military and civilian units cannot move through a space that contains a building, and you've got considerable defensive and economic liabilities, along with hair-pulling frustration.

What's worse, because the view of the playing area is at an angle, units can disappear behind buildings or trees. With no overhead view, it is often very difficult to move a military force through a densely developed or forested area. On more than one occasion I deliberately deforested my empire—despite the economic consequences—so that I could simply see where my army was going.

As a strategic exercise, the game flops, largely due to a lack of strategic decisions during play. After growing as fast as possible (tedious enough in itself), you send out as many troops as you can spare in the hopes of capturing enough jewels to win. Better technology will aid all aspects of ex-



USED PORTCULLIS FOR SALE You can build a variety of medieval structures to fill up your large tracts of land.

PICK-UP THE PHONE AND PICK TWO GAMES FREE!





1-800-795-5979

Choose Any Two Sierra Games FREE When You Switch to Sprint!*

Sprint® long-distance service just became more valuable - up to $159.90** more! Now, when you switch your home long-distance service to Sprint, you can select any Sierra game, free! After enjoying six months of high-quality long-distance, you may qualify for a second free Sierra game.***

Only Sprint can offer you a nation-wide 100% digital, fiber optic network that provides the long-distance quality and reliability you need. Experience for yourself Sprint's "fiber-optic" clarity that makes both your long-distance calls and PC data transmissions crystal clear and virtually error free.

Unsurpassed call and data clarity is just one of the many benefits you will enjoy as a Sprint customer.

The Most® A Unique Calling Plan

Sprint offers an unprecedented long-distance calling plan called The Most available now for all customers. The Most will save Sprint Customers 20 percent off already low rates on calls each month to whomever you talk to the most, including international calls–even if the called person is with a competitive long-distance carrier.

The Most will also provide an automatic 20 percent discount off all calls to Sprint's millions of dial 1 customers, anytime and anywhere.

When the person you talk to the most in a given month is a Sprint Customer, Sprint will combine both discounts for an effective overall savings of 36 percent on calls to that number.****

Save on Long-Distance When You're away from home too!

Sprint's FONCARD℠ lets you continue to take advantage of long-distance calling and savings even when you're away from home. The FONCARD is free, with cards available for every member of your family.

The Service You Deserve

At Sprint, we make no compromises when it comes to dependable, personal service - we do it all; operator services, directory assistance, customer service, even instant credit for wrong numbers. And we do it 24 hours a day!

No Risk Guarantee

Your satisfaction is guaranteed: we'll pick up the cost of switching your long distance to Sprint, and will even pay to switch you back if you are not completely satisfied. (Some restrictions apply.)

So why not sign up for Sprint and receive the clarity, savings and service you want while getting two Sierra games you enjoy?

Sprint®

SIERRA®

* Offer valid only in the U.S. and for new Sprint customers. Not valid for FONCARD-only orders. One offer per household. Certain restrictions apply.

** Retail value of Sierra Games. Offer valid on any current Sierra product with a retail value of $79.95 or below

*** To qualify for a second game, the customer must bill $20 per month in 3 of the first 6 months.

**** THE MOST discounts apply to in-state/intraLATA calls only where authorized.



FAUX POPULOUS Veterans of Bullfrog's POPULOUS will find the environs of ULTIMATE DOMAIN to be *very* familiar.

ploration and conquest, but since there is no general description of the effects of each technological advance, long-range planning in technological development is difficult.

ULTIMATE DOMAIN also suffers from the "feast or famine" problem prevalent in many strategy games. Often, you have too little of a particular commodity, or far too much. In more carefully designed games, the overflow of goods occurs late in the game, at which point the resources are applied towards winning. In ULTIMATE DOMAIN, some resources are so easy to get that a considerable amount of time could be spent simply building storage facilities for the excess. Once a store is constructed, it is possible to sell stored raw materials as well as processed goods, provided that you've built wagons to transport the goods from the warehouse to the store. As any halfway intelligent planner will locate their store next to their warehouses, it is all too easy to turn excess materials into cash. This removes the need for taxation, making the control of your population quite easy.

MEDIEVAL MUDDLE

ULTIMATE DOMAIN seems to suffer severely from a muddled design and a lack of play balance. The designers appear to have gathered all of the successful elements from past games (quests, empires, city planning, balancing economic growth with military campaigns, technological development) and shoveled them into this title without consideration for how the elements interact to make a whole. The situation is akin to an unoriginal composer who, in the attempt to create the "ultimate" piece of music, takes the themes of the greatest classical music pieces, alters them enough to avoid claims of plagiarism, and strings them together into a single piece, without thought of pacing, contrast, or internal consistency. In ULTIMATE DOMAIN the result of this misdirected design is that the game is totally lacking in the qualities of the games it tries to emulate: there is no thrill of growth or discovery as in CIVILIZATION, and the scenarios do not crescendo to a thrilling climax as in POPULOUS. Indeed, the structure of the design is so poorly engineered that it is quite possible to win this game without ever expanding out on the starting position. If that doesn't sound a death knell for a game of empire building, I don't know what does.

ULTIMATE DOMAIN

RATING ✸

PROS Familiar game elements.

CONS A clumsy, wholly uninspired imitation of previous strategy game successes.

DSP Dual 16 Multimedia $298
- Western Digital-Paradice16 DSP Sound Card (Wavetable Upgrade)
- Sony CDU-33ADual-SCD-ROM Drive
- Shielded Speakers
- Microphone
- Biogrip Joystick
- 4 CD Titles:
  - ChessMaster 3000
  - US Atlas
  - World Atlas
  - Mavis Beacon Teaches Typing

Flight Yoke 2000
FREE: Ace of the Pacific Software
Features:
- Functions like 2 separate joysticks
- Full horizontal-vertical control
- Includes sturdy desktop clamp and suction cups

$68

Turbocharge CD Rom Now! $298
- Sony CDU-33A Double Speed CD-Rom Drive
- SoundBlaster 16 MCD
- Shielded Speakers

CD ROM Drives

Chinon CD-535 Int SCSI II	$308.50
Chinon CD-535 Ext SCSI II	398.50
Mitsumi FX-001D	155.50
NEC 210 320ms SCSI II	175.50
NEC CDR-510 3Xspeed SCSI II	388.50
Panasonic 562/563	158.50
Plextor (Texel) 3028 Int SCSI II	272.50
Plextor (Texel) DM 5028 Ext	378.50
Sony CDU-33A	155.50
Toshiba 4101B Int SCSI II	202.50
Toshiba 3401B Int SCSI II	308.50

Sound Cards

Cardinal DSP 16	$128.50
SoundBlaster 16 MCD	Call
Advance Gravis UltraSound	128.50
Turtle Beach Monterey	398.50
Orchid Sound Wave 32	187.50
Prometheus ARIA 16SE	158.50

ADS GAME ZAPPER $81.50

Children's Pack $86
1. Arthur's Teacher Trouble
2. CD Duo (Mario's Missing, World Atlas)
3. Just Grandma & Me
4. Macmillan Dictionary for Children
5. Gus Goes to Cybertown

Education Pack I $79
1. Grolier's Encyclopedia Ver.6.0
2. The Animals (Ver.94)
3. Mayo Clinic-Family Health
4. Mavis Beacon Teaches Typing
5. ChessMaster 3000
6. US Atlas
7. World Atlas

Fun Pack $83
1. 7th GUest
2. Dracula Unleashed
3. Return to Zork
4. Space Quest IV

Super Fun Pack $89
1. Indiana Jones: Fate of Atlantis
2. C.H.A.O.S. Continuum
3. Days of Tentacle
4. Mad Dog McCree

Super Duper Fun Pack $99
1. Gabriella's Knight
2. F-15 Strike Eagle
3. Iron Helix
4. Myst

Top 30 CD Titles

7th Guest	$35.50
Animal San Diego Zoo	24.50
C.H.A.O.S. Continuum	30.50
Compton's Interactive Encyclopedia V.2.01	58.50
Crial Path	30.50
Days of Tentacle: Maniac Mansion	38.50
Dracula Unleashed	37.50
F-15 Strike Eagle III	25.50
Gabriella's Knight	35.50
Grolier's Encyclopedia V.6.0	35.50
Guidebooks to Mathematics	22.50
Indiana Jones: Fate of Atlantis	38.50
Iron Helix	32.50
Just Grandma & Me	25.50
Jutland	30.50
Mad Dog McCree	35.50
Master of Orion	Call
MicroSoft Encarta 94	65.50
MicroSoft Bookshelf 94	38.50
MicroSoft Dinosaur 94	38.50
Myst	45.50
Nikko	23.50
Prehistoria	28.50
Rebel Assault	43.50
Return to Zork	27.50
Space Adventure/Dinosaur Adventure	28.50
Where in the World is Carmen San Diego	34.50

"State of the Art of Sight & Sound"

DIRECT DRIVE

Terms & Conditions
1. 30-day money back guarantee.
2. Not responsible for mis-print.
3. All Products come with manufacturers warranty.
4. No merchandise accepted for return without an RMA#.
5. Price and availability are subject to change without notice.
6. Shipping and Handling charges are extra and are non-refundable.

We accept most major Credit Cards

Open M-F 7:00 am 6:00pm Sat. 8:30 am 12:00pm PST

1-800-882-8108
4620 East Brickell, Ontario, California 91761
Purchasing Dept (909) 460-2587 • Fax (909) 460-2589

30 DAY LOWEST PRICE GUARANTEE

Circle Reader Service #61

THE ULTIMATE ROLE-PLAYING AID

Introducing **The Ultimate Character Editor.** This exciting new product features full mouse and keyboard support, online context sensitive help and a complete windowing system (does not require MS Windows to run). This editor allows you to edit the 42 games listed below in boldface type. The price for this editor is $59.95. That's under $1.50 per editor. Upgrades will be available for new games as they are released for only $9.95 per game.

CHARACTER EDITORS - $19.95 each
Might and Magic (1, 2, 3, 4, 5), Pool of Radiance, Hard Nova, **Bard's Tale (1, 2 or 3),** Wasteland, Dragon Wars, Space Rogue, Wizardry (Edits 1-3), Wizardry 4, Wizardry 5, **Bane of Cosmic Forge, Crusaders of the Dark Savant, Treasures of the Savage Frontier,** Sentinel Worlds I, Knights of Legend, **Secret of the Silver Blades, Curse of the Azure Bonds, Champions of Krynn,** Space 1889, Drakkhen, Keys to Maramon, MegaTraveller (1 or 2), Keef the Thief, Escape from Hell, **Ultima Underworld (1 or 2), Twilight** 2000, **Gateway to the Savage Frontier, Planet's Edge, Dark Queen of Krynn,** Prophecy of the Shadow, **Dark Sun, Martian Dreams, Realms of Arkania, Challenge of the 5 Realms, Bloodstone, Betrayal at Krondor, Lands of Lore, Dungeon Hack,** Disciples of Steel.

HINT BOOKS - $9.95 each except where noted
Might and Magic 1, Knights of Legend, Curse of the Azure Bonds, Champions of Krynn, Legacy of Ancients, Dark Heart of Uukrul, Wizardry (1, 2, 3, 4, 5, Bane or **Crusaders ($12.95)**), Eye of the Beholder 2, **Might and Magic 3 ($12.95).**

IBM listed. Apple and C64 versions also available.
Please add $4.00 for shipping and handling.
Open from 9 AM - 9 PM every day for your convenience.

MasterCard VISA

GOSSELIN COMPUTER CONSULTANTS
P.O. Box 1083 · Brighton, MI 48116 · (313) 229-2453

Circle Reader Service #69

Now Includes an MPEG Version of THE HORDE



You've got the sound.

You've got the CD-ROM.

Now get the picture with ReelMagic Lite!

You've got the 16-bit sound card and CD-ROM drive—now all you need is ReelMagic Lite to join the MPEG revolution! ReelMagic Lite is the world's first MPEG video playback card. It will change the way you look at multimedia forever, at a price you can afford today.



The MPEG process delivers 200:1 monster data compression for full-screen, full-motion TV-quality video, along with CD-quality audio playback—all from your standard CD-ROM drive. That's what gives your interactive MPEG entertainment "walk-in" realism and puts your favorite movies on CD-ROM.*

GET THE PICTURE WITH MPEG

The MPEG experience sets the new industry standard in visual excitement—send *Top Gun* rocketing across your entire screen or watch the first lunar landing on *Compton's*® interactive encyclopedia! And many more next-generation ReelMagic MPEG interactive entertainment and movie titles are on the way. As an added bonus, when you get ReelMagic Lite you'll also receive the MPEG version of a thrill-packed, live-action adventure game FREE!

Call **1-800-845-8086 ext. 407** for your nearest ReelMagic dealer—and blaze into the future now with MPEG!

SIGMA DESIGNS®

	30 fps MPEG video playback	CD Quality MPEG audio	Ad Lib, DOS game-compatible†	Dual Speed CD Drive	Stereo Speakers
ReelMagic Lite	✓	✓			
ReelMagic	✓	✓	✓		
ReelMagic Multimedia Kit	✓	✓	✓	✓	✓

†*Plays popular Sound Blaster™-compatible games.*



These are just a few of the many exciting ReelMagic titles available now.

*Call Sigma Designs to inquire about CD-ROM drives compatible with movies on CD.

MPEG, the Motion Picture Experts Group, is the industry standard for data compression and decompression. ©1994 Sigma Designs, Inc. The Sigma Designs logo is a registered trademark, and ReelMagic is a trademark of Sigma Designs, Inc. All other brand and product names are property of their respective owners. Specifications subject to change without notice.

Circle Reader Service #128

Setting Traps For Desert Rats



Strategy and Tactics for Avalon Hill's OPERATION CRUSADER

by Robert R. Mayer

FIELD MARSHAL ERWIN ROMMEL: DASHING AND DECISIVE, THE PERFECT EXPONENT OF THE *BLITZKRIEG* STYLE of warfare. General Bernard Montgomery: deliberate and determined, the personification of the indomitable fighting spirit of the British army. In 1941, these two men, and the forces they commanded, would clash in the deserts of North Africa. While often bitterly fought, the campaign the Allies called Operation Crusader was not the decisive engagement that either side desired. However, with **Avalon Hill**'s OPERATION CRUSADER and the insights into game mechanics provided in this article, you can change all that.

THE RULES THEY ARE A-CHANGIN'

With scads of new rules, veteran gamers of **Atomic**'s V FOR VICTORY series (of which CRUSADER is a descendant) will have to adjust their thinking if they want to succeed in CRUSADER. While there are numerous small changes, the major new rules affect three general areas: combat, headquarters and supply.

Tanks in CRUSADER are much more decisive than they were in any of the V4V games, and players must plan accordingly. Armor shifts are still determined by dividing the larger value by the smaller and assigning a negative or positive sign as necessary. If total attacking armor values are greater than total defending anti-tank values, the attacker receives up to +10 odds shifts. What's new is the prospect for negative odds shifts. If the defender's total anti-tank value is greater than the attacker's total armor value, the attacker can incur up to -3 odds shifts. As a result, strong anti-tank defenses can wreak havoc on ill-considered armored assaults. Armored infantry units incur no negative shifts to odds due to armor/anti-tank matchups. Negative shifts only apply to pure tank or recon units.

In another new twist, CRUSADER also allows defending armor units to apply their armor values to create negative odds shifts. A non-armor stack attacking an armored or recon unit can incur up to -10 odds shifts in this way. Anti-tank companies are now very valuable additions to an attacking stack because they can limit the negative shifts from defending armored units. Tanks in the open desert truly do reign supreme, as Table 1 shows.

TABLE 1: Maximum Odds Shifts (+/-) for Armor vs. Anti-tank Values

Defender / Attacker	Armor/Recon	Arm. Inf.	Infantry
Armor/Recon	+10/-3	+10/-3	+10/-3
Armored Infantry	+10/-0	+10/-0	+10/-0
Infantry	+0/-10	+0/-3	+0/-0

OVERRUNS: RUN AWAY! RUN AWAY!

As in many boardgames, overruns in CRUSADER occur during movement, not combat. CRUSADER, however, allows any unit to participate in an overrun, provided there is at least one armor unit in the stack conducting the overrun. Yes, even leg infantry units can overrun a hex if they are stacked with an armored unit and can generate the required odds. Overruns occur when an eligible stack plots tactical movement into an enemy occupied hex and can generate at least 10:1 odds. All modifiers except air and artillery support count, and each overrunning stack calculates its odds separately. A successful overrun usually eliminates the enemy and any enemy zones of control (ZOCs) exerted into the overrun hex. Overruns can occur before or after combat, in effect allowing multiple attacks on a single hex.

You cannot overrun stacks that contain any unit with an armor value greater than zero. Nonetheless, overruns add enormous flexibility to the game, and open up many possibilities. On the defensive, tanks can do wonders in stiffening a line, but they are better employed as a mobile counterattack force. On the attack, tanks can turn mediocre assaults into important breakthroughs.

NIGHT OPERATIONS: LULLABY AND GOODNIGHT...

In V4V, night turns were only marginal-

ly less useful for operation than daytime. In CRUSADER, the penalties for night operations are severe. Anything beyond simple adjustments of position should wait until morning. Tactical movement and combat in particular take huge fatigue and disorganization hits at night, though strategic movement for motorized units is less affected. Two turns of night operations will render even the best formation ineffective, so go ahead and rest. If your opponent doesn't, you will be able to regain any lost ground with your fresh troops in the morning.

HEADQUARTERS: GO FORTH AND MULTIPLY

One of the most visible changes in CRUSADER is the addition of brigade and regimental HQs. Well trained, mobile divisions now usually have one or more subordinate HQs, making them much more flexible in combat. You can now detach whole brigades or task forces to accomplish specific tasks without having to worry about positioning the division HQ to keep everyone in supply. There is no set, permanent organization for any of the HQs in the game, so you can mix and match units with HQs as much as you want. You will probably want to keep battalions of the same regiment together, however, for the integrity bonus if nothing else. Brigade HQs can also significantly extend the operating radii of units by extending their supply net.

SUPPLY: YOU CAN TAKE IT WITH YOU

Speaking of supply, in CRUSADER supply now arrives at individual units only during the 0600 turn. Units have to make do for the entire day with what they collect then. Now, continuous combat even for units on attack supply will rapidly deplete stocks of fuel and ammunition. A unit can have a perfectly valid supply line to its HQ, yet still be completely out of supplies due to over-consumption. On the up side, you can now send whole formations on deep penetration raids knowing they will have enough supplies to fight if intercepted.

Headquarters draw supply from depots, which draw supply from an overall supply source. Depots vary from scenario to scenario. Units must trace a supply line free of enemy units' ZOCs and prohibited terrain to their parent HQ, which then must trace to a depot. The various supply line and length requirements are given in Table 2.

TABLE 2: Supply Line Length Limits for Full Supply Allowances

Attached to	Bde/Rgt HQ	Division HQ	Higher HQ	Depot
Combat Unit	12*	12*	12	n/a**
Bde/Rgt HQ	n/a	19***	unlimited	unlimited
Division HQ	n/a	n/a	unlimited	unlimited
Higher HQ	n/a	n/a	n/a	unlimited

* For every additional multiple of 12 hexes distance between the unit and the appropriate HQ, the unit drops one level of supply.

** Units on depot hexes are able to maintain defensive supply regardless of supply line length.

*** For every additional multiple of 20 hexes distance between the HQ and its division, the brigade/regiment loses one supply level.

Remember, except for brigades and regiments attached directly to divisions, HQs can trace supply lines of unlimited length. This gives you free rein to gallivant across the desert as long as you can secure your lines of communication. The farther you go, however, the easier it is for the enemy to cut you off. Depots are now prime objectives—taking one helps your supply and hurts your opponent badly. Finally, don't forget terrain. You can't trace supply anywhere a motorized unit can't go; this turns gaps in escarpments and roads across wadis into vital arteries and deadly chokepoints. Table 3 shows how unit combat values are modified for supply as follows:

TABLE 3: Supply Effects on Combat Unit Statistics

Supply State	ATK	DEF	ARMOR	AT	QUALITY
Attack	+50%	+50%	+50%	+50%	+1
General	base	base	base	base	base
Defensive *	-50%	base	-50%	base	base
Minimal **	-75%	-50%	-50%	-50%	-1
No Supply ***	-75%	-50%	-75%	-50%	-1

* Movement allowances halved for armor/mech and motorized units.

** Movement allowances reduced by 2/3 for armor/mech and motorized units.

*** Movement allowances quartered for armor/mech and motorized units.

Units in minimal supply may surrender.

ON THE ROAD TO TOBRUK

The campaign scenario is the heart of CRUSADER, and the following discussion assumes that you are playing the full game against another human. These tips should work against the computer opponent as well, but be warned: the computer plays a pretty good game in most cases.

Allied: Why waste your energy going straight into the teeth of the Axis? The key here is mobility. You've got a wide open desert in front of you, and your HQs can generally roam all over it. With the new supply rules, there are few places you can't go and still get beans and bullets delivered to your door. It makes sense to disappear into the trackless wilds of Cyrenaica for a time, with the intention of reappearing unexpectedly in the enemy's rear. While you should always garrison victory point hexes and depots, use lower quality units and higher HQs to do so; just remember to dig in deep!

You still need victory points, so you will have to take the enemy-held objectives as well as hold on to your own. Victory points can also be had by killing enemy units. As tough as they are, German units are especially lucrative targets. One of the best ways to win is to concentrate on cutting off and surrounding Axis formations. You can do this by surrounding them with units and ZOCs or by capturing depots. First, you have to consolidate your armor and be prepared to live a vagabond life-style. Don't send the Desert Rats into Sidi Rezegh; after all, the place is a tomb, and you don't really like the sound of that, do you?

Concentrate with the 4th Armoured Brigade around Bir el Essem or Gabr Saleh, and watch where the panzers go. Use dummies to scout out those panzers. You can turn the hammer and anvil against the Germans in a form of military judo. Let the Germans slice down into what they think is your vulnerable flank, then cut in behind them, take Gambut, and trap them against the escarpment. You still have to advance with 4th Indian, and drive the 2nd New Zealand north, but do so with an eye to funneling the Germans into a trap.

You can't ignore the Italians, but you



DANGER OVER THE HORIZON Just out of view, there are several Matilda tanks about to waltz in on the Axis position.

can give them something to think about. Take the 1st South Africans and run them deep, around the impassable terrain south and west of Bir el Gubi, and bring them north behind the Italian lines at Bir Hakeim. Hakeim itself is worth points, but the real prize is Gazala and the depots to the west. You might consider bypassing Hakeim and slipping units into Gazala; follow this up with raiding parties to capture the Axis depots on the western map edge. If you can't get that far, you should at least tie down one or more good Italian motorized divisions. While you can use the 29th Indian and the 22nd Guards Brigades to do this, the 1st South African is often a better choice. Send the brigades to cover 7th Armoured's rather exposed left flank.

You can swing XXX Corps to the west, but its usually better to keep your armor in the center. You could also pull back into the desert south of el Essem and Gabr Saleh, and draw the Axis mobile forces into the interior. Yes, you will lose points temporarily, but you should gain them back with interest as you isolate and destroy enemy units. Objectives are worth more points each game turn, so you can make up for early losses with late counterattacks. Naturally, while you are raising havoc, the enemy will be trying to do the same; be sure to patrol the open areas between your formations. You don't have to react to enemy movements immediately, but you have to keep an eye on them; nothing is quite as horrible as suddenly finding a panzer division where you expected only sand. In short: don't get surrounded, stay out of frontal assaults, and hope Rommel has a bad day.

Axis: The Axis starts the campaign with powerful mobile panzers. You are tied down on your flanks by the need to keep up the siege of Tobruk and to hold Bardia, but the rest of your forces shouldn't stay put. Your first priority should be to destroy XXX Corps' armor. After that, you can have your way with the Allied infantry. You will have to use both your armies effectively, Germans and Italians alike. The desert is a mighty big place, where an entire division can literally disappear in a single turn. Your main problem will be supply. Your supply levels don't improve over time, and some of your depots are vulnerable. The depot at Bardia will eventually be surrounded and has a limited capacity. Gambut isn't likely to survive long either, so you have to maintain a supply line to the west beyond the Tobruk perimeter. Above all, do not let the Desert Rats relieve Tobruk and thus



SHIFTING SANDS The fluidity of desert warfare finds units of both sides intermingled.



UNDER COVER OF DARKNESS Led by the Desert Rats, Allied troops infiltrate enemy positions.

formations. You have to use your advantages or watch them slip away, however. As the Axis, you too can choose whether to wait for the Allied attack to develop, or strike swiftly and make Auchinleck dance to your tune. The Axis position resembles a dumbbell, with one bulge of troops in the east around Bardia and Halfaya Pass and another around Tobruk, connected by a thin neck of German block the DAK's supply lines. As long as you can prevent that, the possibilities are nearly endless.

The most important Axis formations are 15th and 21st Panzer. These are your hammer. Swing west, and you can trap the Desert Rats; swing east, and you can derail the drive on Bardia. You will probably have to use the 90th Afrika to screen your right against Allied armor, rather than to assault Tobruk. You can swing east and west, towards el Gueitinat and Libyan Omar both, but beware of losing Gambut and being trapped in the east without supply. Don't get pinned down in a *sitzkrieg* with Allied infantry. Historically, the panzers got caught around Bardia where they faced strangulation. Get some units, even dummies, into the enemy rear and start overrun-



RAIN DOWN ON ME Stuka dive-bombers interdict supply lines to slow the British forces.

ning Allied depots to cause distractions and disruption.

Remember, if the Allies can't take and hold the initial Axis VP hexes, they can't win. Making the Allies spend their time holding what they already have is one path to victory. Don't ignore the Italians. Use their mobile divisions wisely. The 132nd Ariete starts in a good position to threaten the 7th Armoured's flank, and the strong 101st Trieste motorized division is too good to waste hanging around Bir Hakeim. Leave a regiment behind, under control of XX Corps, or send down a regiment from the 102nd Trento to Hakeim, but pull the bulk of the Trieste out and send it east. It can take over from Ariete around el Gubi and el Gueitinat, and then dive southwards to threaten Allied depots and XXX Corps. Alternatively, the 101st can take off southeast to try to outflank the Allied left by circling around the large rock and wadi barrier that runs south from el Gubi. Be prepared to run into a reception committee at the wadi near the southern map edge.

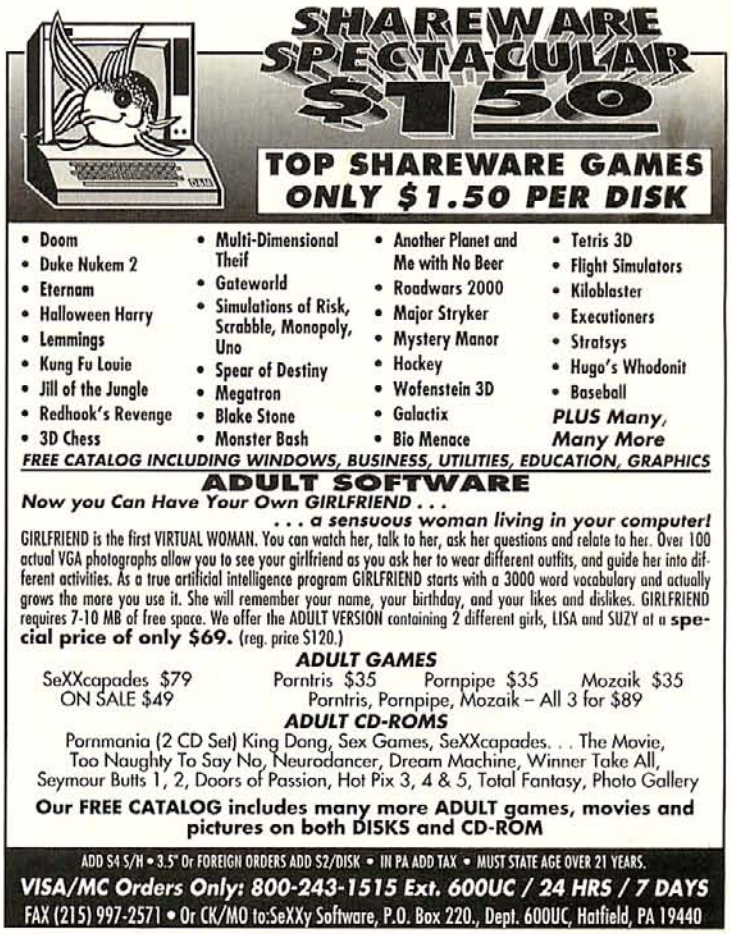
The 102nd Trento, on the other hand, starts in the Tobruk perimeter, and cannot conveniently leave. If you can replace it with less mobile troops, do so; it can hold its own in the open. The 25th Bologna, 27th Brescia, and 55th Savona leg divisions should have defensive roles. The 17th Pavia should take over the responsibility of guarding and holding Sidi Rezegh, freeing up the 90th Afrika to join its brethren in a concerted hammer blow against the Allied armor. The Italians, with their extensive corps support, should do fine on the defensive. The exception is the Savona, a pathetic division which should fall back as soon as the Allies turn its flanks. As always, dig in if you get the chance; in the desert, everyone can hear you scream when unentrenched infantry meets advancing armor. Above all, remember that if you can keep the Allies from destroying your supply net, you have an excellent chance of winning.

Robert R. Mayer was a beta tester for the Macintosh version of OPERATION CRUSADER, *and he contributed player's notes and advice for the game's manual.*

He welcomes all questions and comments via e-mail at CompuServe: 72020,706.



Circle Reader Service #119



Circle Reader Service #160

OPPONENTS WANTED

Looking for a Patton to play against your Rommel? Need some fresh meat for network Doom-fests? On the hunt for a gamer's bulletin board system in your area? Well, you might find what you need on CGW's White Page. If you'd like to place your own ad, send us a postcard, CGW Poll card, letter, FAX [714-283-3444] or email (Prodigy [EXPT40B], CompuServe [76703,622], The Sierra Network at [Box 1048], GEnie or America On-Line at [CGW]). Generally, we run them only once, so send another each month you want your name listed. The ads themselves should serve as reasonable examples to write your own. However,

- Provide at least one telephone number. Do not forget the area code and mention whether the number is Home, Work or Modem.
- Include your city and state so that people who call you will know what time zone you are in and recognize it when they see it on their phone bill.

Ziff NET

***Computer Gaming World* magazine also appears as its own Forum on CompuServe's *ZiffNet*. To access our editors and writers on-line, just GO GAME WORLD. Topics include: Hey Editor!, Opponents Wanted, The Hardware Zone, Online Gaming and many more. Join us, won't you?**

BULLETIN BOARD SYSTEMS

Those interested in *VGA Planets* should contact Tim Wisseman at P.O. Box 204, North Fork, CA 93643 or call his BBS at (209) 877-4921. The cost of a registered version of the game is $15.

Try the **Stonehenge BBS** at (516) 931-3670. There are plenty of files, games, doors, and message bases.

Greetings, gamers! Call **Cybertech**, the new BBS in Arcadia, CA. We offer a service called *DoomNet!* that pairs opponents for *Doom* death matches around Southern California. We have over 2 gigs of files and can support up to 57600 baud or as low as 1200. We're open all hours, except Sunday from 12am to 8pm. Your Sysop is "Cyber." Call (818) 446-7179.

Call **Lucky's Fly-In BBS** in New York at (718) 318-8406. This is an aviation-oriented BBS that is designed to provide services and entertainment for actual and simulation pilots. We provide access to hundreds of aviation and simulation files. Call today!

The **Image BBS** in Prospect Heights, IL welcomes all callers to a game of *Barren Realms Elite v.956* (an inter-league game), along with several other "door" games such as: *Melee, The PIT, Food Fight, Tradewars 2002* (we have *two* versions!) and more. We also have many files available for download. FidoNet message areas, multi-node chat, Japanese Anime files. This is a very friendly oriented board running Synchronet BBS software. Sysop: Savage Dragon. Call (708) 392-4839, 24 hours.

Opponents wanted for *Trade Wars 2002*! It has been registered, so great options are now available. Alternately, tackle the over 30 other on-line challenges, including role-playing, strategy, trivia, and casino games. Call **Dimension Z** in Queens, NY at (718) 381-1643 with up to 38400 supported. Over 400MB of files available to download and access to World Message Exchange and LobsterNet conferences. Free access, 24-hours, 7 days.

The **Check Six BBS** is an excellent source of all the latest flight simulations updates, utilities and messages. The system is registered on the InterNet as [checksix.com]. Check Six carries all of the major USENET newsgroups relating to air combat, flight simulations and other PC games like *Doom*. In addition, Check Six provides official customer support forums and InterNet email addresses for Keyboard Commander Corps [kee@checksix.com] and ThrustMaster [thrustmaster@checksix.com]. The system is also the Southern California hub for SimNet, a simulations network carried by bulletin boards around the country. The cost for a full year's subscription is only $25 (120 minutes/day; 4mb/day downloads and an InterNet email address). Limited free access is also available. Modem in at (714) 362-8299 / 8N1 1200-28.8kb; 5 nodes. *Check six!*

Check out **The Informer BBS** at (415) 468-6713/14/15. We have all of the latest flight sim updates and cracks, plus flight simulations conferences. Find new drivers and diagnostics, attend conferences and more. For more information, contact John Custer, 264 Oriente Street, Daly City, CA 94014-1531.

The Assault BBS is looking for game players! Play *Trade Wars 2002*, an exciting space adventure game. Challenge other fighters in *The Pit*. Go head-to-head in *Chess*. Play golf or bowling and challenge other players for the best casino score (yes, we have an on-line casino!). New games are always being added. Call (703) 490-8304 at 2400 baud. Shaun McDonald SYSOP. We need you now!

Opponents wanted for *Legend of the Red Dragon* and *Usurper*. Alternately, tackle over 30 other on-line challenges, including role-playing, strategy, trivia and casino games. Call **Dimension Z** in Queens, NY at (718) 381-1643 where we support 14,400 baud. We have over 400mb of files available to download and access to World Message Exchange conferences. Free access, 24-hours a day, 7 days a week.

Hey, Southern California, check out the **Techno Surfing BBS**! We have six phone lines available. There are tournaments scheduled for *War in Russia, CHQ, Conquered Kingdoms, War in the Pacific, Air Warrior, Falcon F-16, MiG-29* and others, plus a games hint information section, game forums and multi-player BBS games. Check out our large shareware and .GIF library and our fantastic new *online viewer* section. We support 1200 to 38400 Baud and offer a free trial period. Call (818) 769-0691.

Modem Gamers Forum BBS: Home of the Game Matcher Door for finding head-to-head gamers like you. A message area devoted to every modem capable game known to mankind. Find opponents for games like *688 Attack Sub, Seawolf, F-29, Knights of the Sky, The Perfect General, Command HQ, Populous, Powermonger, Tom Landry Football, MechWarrior II*, etc. Tournaments, hints, tips, and strategy articles available, along with patch files and updates for your modem gaming software. Two versions of *TW2002* on-line (one exploiting the software bugs, one cleaned up game)! Mention *CGW* for long distance validation. Seeking Amiga, Mac and Atari users to form an even larger opponents base. Running Renegade BBS 7-17 software. Sysop: King Crumb — Babylon, NY (516) 893-4120, 14.4k, 8-N-1, 24 hours.

If you are looking for the best military PC flight simulators coverage, then you must check out **SimNet** based in the San Francisco Bay area. This new network is expanding nationwide currently with 20 BBS systems around the country and still growing. **SimNet** is originating from the Trade Center BBS (SimNet Headquarters). Call (415) 340-0197. There are four nodes, 2400 to 28800 baud, 24 hours per day. Full access on your first call, *no fees*. SysOp: Gabe "Joker" Turk. Modem opponents wanted section on-line. Over 1.2 Gigs of files, including instant support from ThrustMaster, Inc.

BY AREA CODE

Reflections is a free InterNet magazine (not a newsletter). Articles range in topic from Pen Pals, original work chosen each week, joke of the week, new BBS', FTP and UseNet groups. For a free subscription, send your email address to: [bes@pine.cse.nau.edu]. Tell your friends!

Doom players brave enough to connect modems with me are wanted for sacrifice a.s.a.p. Call Bob in Seattle, WA at H-(206) 726-9117.

Seeking opponents (particularly local ones) in the South Gate, CA area for strategic board or Amiga computer games. Will also play-by-mail. Write to Carlos Martinez, 8125 South Gate, CA 90280 or call H-(213) 564-8924.

Players wanted for the following games: *Doom* and *Falcon 3.0*. Please call Charles in the Laurel, MD area anytime at H-(301) 470-3310.

I'm seeking local opponents for *Doom* and other games via modem. Please, call Johann in Miami, FL at H-(305) 443-1585.

Modem opponents sought for *Empire Deluxe, Conquered Kingdoms* and others. Would prefer local (Springfield, MO) area players. Ask for Steve either at H-(417) 889-5018 or W-(417) 881-8814. Will play evenings and weekends.

Looking for local opponents for head-to-head and modem gaming on either Amiga or IBM platforms. Your game or mine. Call Nick in Patchogue, NY mornings at H-(516) 758-7823.

Seeking opponents for *Empire Deluxe, Global Conquest, Command HQ, World Circuit Grand Prix*, etc. I think you will have your hands full. Call Mike in San Diego at H-(619) 482-1019 after 9pm or anytime on Friday and Saturday.

I'm seeking local (Orange County, CA) modem opponents for *The Perfect General* or similar two-player game. Call Sonnyboy in Westminster at H-(714) 531-7820.

I would like to get a play-by-mail game going of *Merchant Prince* or any other PBEM type game. Write to: Keven Faenza, 54 W. Miner St., Coaldale, PA 18218 — or call me at H-(717) 645-9757.

Looking for good *Falcon 3.0* jocks to fight against or join our squadron. Contact Mike in Colorado at H-(719) 260-8776, Commanding Officer of the 719th Tactical Fighter Wing.

Seeking opponents in the Valdost, GA area for *Tom Landry Football* or *Falcon 3.0*. Call Jeff anytime and leave a message at (912) 244-7862.

THE NETWORKS

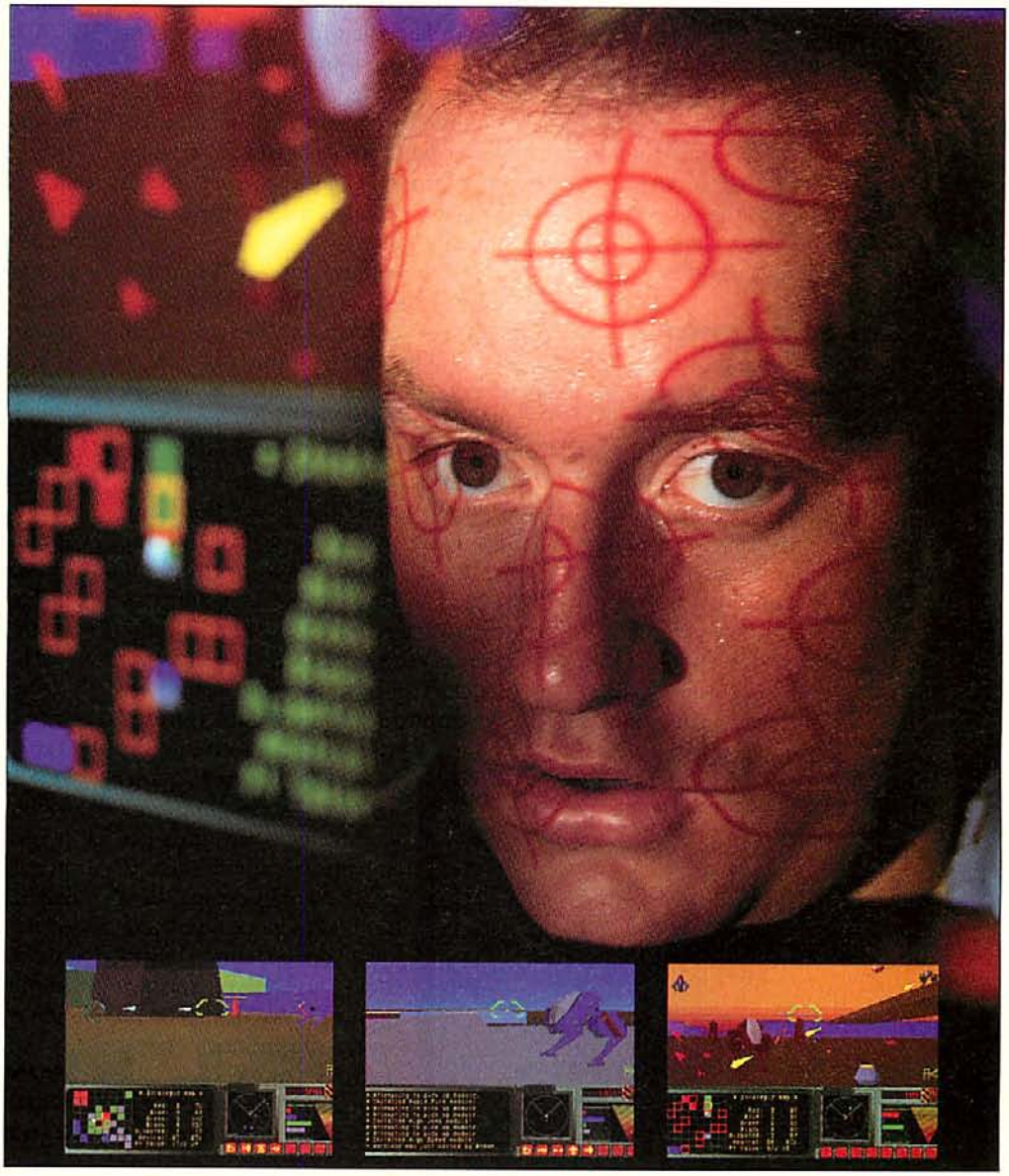
The following are voice contact numbers for many of the various on-line network services that connect gamers. Call them for more information.

America On-Line: (800) 827-6364
CompuServe Information Service: (800) 848-8990
Novalink (formally Digital Dreams) **Network:** (800) 274-2814
GEnie: (800) 638-9636
The ImagiNation Network: (800) IMAGIN-1
Multi-Player Games Network: (800) GET-GAME
National Videotex (NVtel): (800) 336-9096
Prodigy: (800) 822-6922 x556
USA Today Sports Network: (800) 826-9688

IN CYBERSTRIKE, ALL BEGINNERS WILL BE TREATED FAIRLY.

AND THEN DESTROYED.

Beaten all the boxed games? Done the arcades to death? Try CyberStrike,™ the wild new multi-player game on GEnie where you hop into a two-legged CyberPod and battle it out against other real live humans for control of a virtual reality city. The action's fast and furious. But even if you're new in town, you won't get blown to Kingdom Come. Well, not right away at least. In fact, CyberStrike is so easy to learn, you might actually live long enough to waste someone else first. And best of all, it only costs three bucks an hour.* So strap yourself inside a Pod and come out shooting. You've got nothing to lose. Except your life.



GEnie®
multi-player games

100% ORGANIC OPPONENTS

SIGN UP NOW: 1. Set your modem for half duplex (local echo) at 300, 1200 or 2400 baud. 2. Dial toll free 1-800-638-8369. Upon connection, enter HHH 3. At the U # = prompt, enter JOINGENIE then press RETURN 4. At the key code prompt enter AGH423 5. Have a major credit card or your checking account number ready. For more information in the U.S. or Canada, call 1-800-638-9636.

*Here's the fine print. GEnie multi-player games and support services are $3.00 an hour in non-prime time: 6 p.m. to 8 a.m. local time Mon.-Fri., all day Sat. and Sun. and selected holidays. There's also an $8.95 monthly subscription fee. Each month, you'll get credit for up to four hours of non-prime time usage. Any surcharges incurred apply to all hourly usage, including your first four hours.

SIMUTRONICS CORPORATION

This Is My Hammer, This Is My Wand

by Chuck Miller

There's an old craftsman's adage: don't use the right tool for the wrong job. That means if you need to nail a varmint with a hammer, don't try it with something like a magic wand. I've been having trouble with this lately, perhaps because I've been perplexed by the many puzzles in the latest action/adventure shareware games I've discovered. The games in question are HOCUS POCUS and GOD OF THUNDER, a devious duo that are as fun to play as they are difficult to solve. Let's throw down some lightning bolts and I'll spell out what I mean.

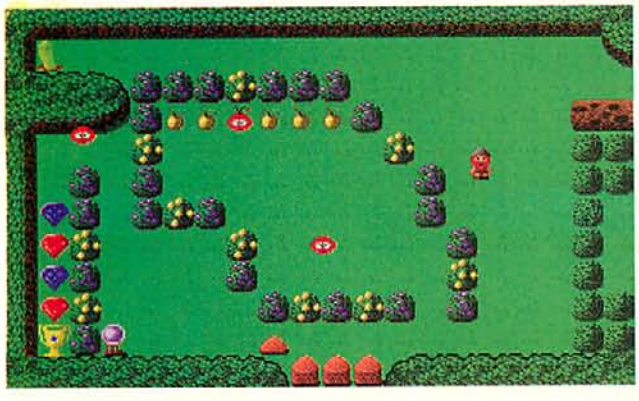
AIMING FOR A THOR SPOT

Here's your big chance to hang with a major deity. **CES Games'** GOD OF THUNDER lets you assume the mantle of Thor. It seems that your father, Odin, must fall into a deep sleep every few hundred centuries to restore his godly powers. But this time your half-brother Loki, the God of Mischief, has seized the opportunity to wrest control of Midgard (earth). Loki has conspired with two of his most powerful allies, Jormangund, the Midgard Serpent, and Nognir, the Prince of the Underworld. Each has subjugated a third of the populace and is reigning over Spegville, Milgrund and Blechton like Leona Helmsley on PCP. As Odin's eldest son, the task of whacking these guys falls squarely on your hammer-toting shoulders. So get ready to nail their wicked carcasses!

If you're familiar with Nintendo's LEGEND OF ZELDA you'll find yourself right at home in GOD OF THUNDER (GOT), which is based on the earlier cartridge game. It resembles Zelda, from its overhead scrolling screens to the NPC conversations, which might make it nostalgic if you were weaned on Nintendo games.

In the shareware version you'll start out as Thor in episode one (the registered version allows selecting either of three episodes). The game supports both keyboard and joystick, but I found the joystick to offer more control of Thor's ramblings from screen to screen.

Your objective is to fight the evil creatures which have taken over the land, while solving puzzles and investigating everything as you go. These creatures are dispatched by throwing your hammer at them. You have to be somewhat careful, however, as you can easily nail an innocent bystander. The penalty, while not severe (the "temporarily demised" are restored the next time you leave the screen and return), will cost you some points.



HAMMER TIME The mighty (?) Thor ponders his next move through Spegville's garden mazes.

Puzzles come into the picture when you have to push rocks and logs around to block the deadly attacks of enemies. Only by doing so can you retrieve bonuses, including those ever important keys. Levers must also be tripped to open certain "gateways" from one location to another. There are even a few "object retrieval missions" included for good measure. For example, bringing a hermit a special object will elicit his help in rebuilding a bridge crucial to completing your quest. Most puzzles aren't that difficult, but a few will have your neurons in a knot for a good long time.

As with Zelda, GOT offers lots of nifty things to collect: jewels, keys, magic potions, golden apples and several defensive weapons. There are even a few fairies flitting around to fill up your health and magic levels.

Visually and aurally, GOT is nothing to wave your wand about. The music and graphics don't break any new ground, but what's here is decent. As it stands, the game's presentation conveys the feel of the title it was modeled after. That's an advantage, but high-res graphics and more graphical coolness would have iced the cake.

Still, play is the thing, and it's what makes GOT rise above the herd. A "few minutes" playing this little number can quickly devour several hours of an evening or Saturday afternoon before you wonder where the time went.

Those who like action-adventures with a strong emphasis on puzzle solving will have an ungodly good time with this title. Try it out for free, or get your Asgard in gear and order the registered version for $29.95 plus $2 shipping and handling. It requires a 286 or better PC with VGA graphics and a minimum of 510K RAM. AdLib, Sound Blaster and compatible sound cards are supported. To place your order, contact: Software Creations, 26 Harris Street, Clinton MA 01510, (508) 368-8654.

SOME ENCHANTED UNDERLING

Those familiar with **Apogee** games will not be surprised by the sorcery involved in creating HOCUS POCUS, their newest VGA parallaxing-platform, action-puzzle game.

FREE Video EVERY MONTH!

WITH SUBSCRIPTION
see details below



Plus A Chance To Get
4 Free CD's Every Year
see other side for details

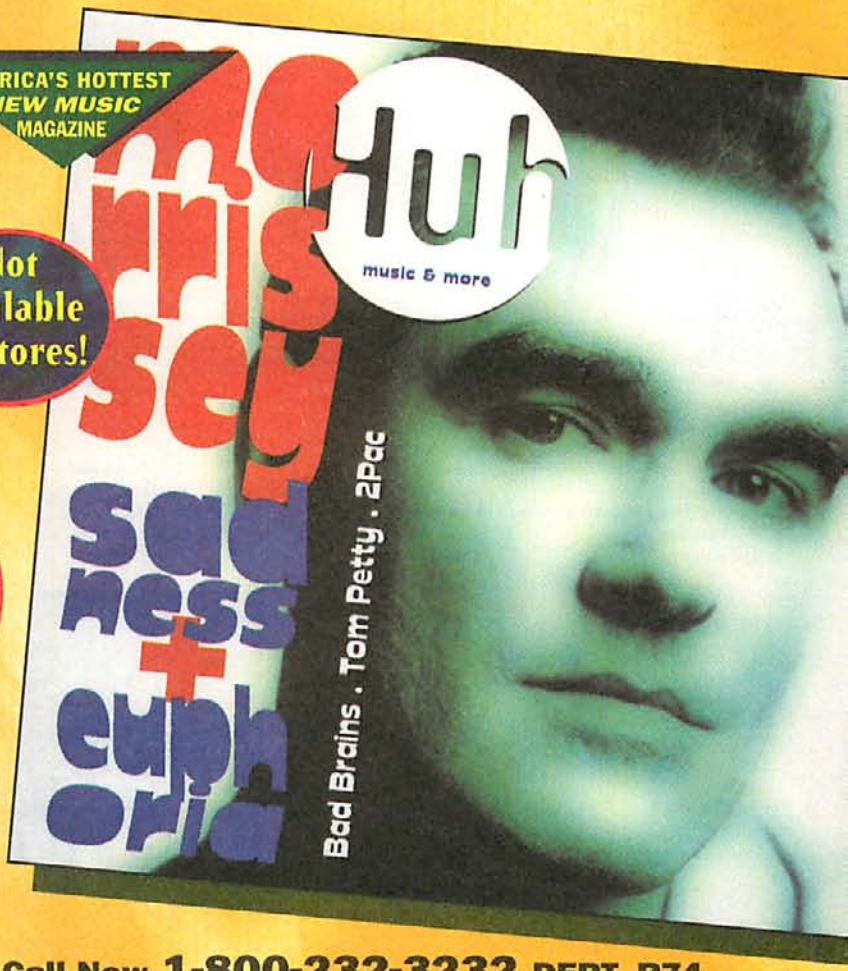
- **GUARANTEED LOW PRICE**
  ONLY $3.98 A MONTH + SHIPPING & HANDLING
- **SPECIAL ISSUES**
  UP TO FOUR TIMES A YEAR —SAME LOW PRICE
- **DISCOUNT CERTIFICATES**
  FOR CD'S AND CASSETTES WORTH UP TO $20.00 —EVERY MONTH
- **SATISFACTION GUARANTEED**
  NO OBLIGATION TO BUY CANCEL ANY TIME

10 hot NEW MUSIC VIDEOS every month

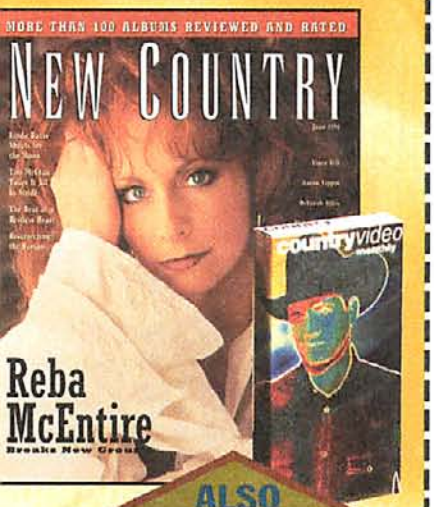


AMERICA'S HOTTEST NEW MUSIC MAGAZINE

Not Available In Stores!



Mail Card or Call Now 1-800-232-3232 DEPT. R74



ALSO AVAILABLE IN COUNTRY

ROCK VIDEO MONTHLY

❑ Yes! I want to subscribe and receive a FREE music video collection every month. Send me my first issue of Huh magazine and my first FREE Rock Video Monthly tape (or New Country magazine and Country Video Monthly tape if I select country), billing me just $3.98 plus shipping and handling. Thereafter, each month I'll get a new magazine and a FREE full-length VHS tape with 10 new music videos from my favorite music category for the same guaranteed low price of $3.98 plus shipping and handling. I may also receive, up to four times a year, special issues guaranteed at the same low price plus shipping and handling. I have no obligation to buy anything ever, and I can cancel anytime I want.

Send my first and future music videos from this category (check only one):

❑ **POP** Artists Like: Ace of Base, George Michael, Toni Braxton	❑ **ALTERNATIVE ROCK** Artists Like Blind Melon, Counting Crows, Stone Temple Pilots	❑ **COUNTRY** Artists Like Alan Jackson, Clint Black, Billy Ray Cyrus
❑ **RAP** Artists Like: Salt-N-Pepper, Wu-Tang Clan, Arrested Development	❑ **HEAVY METAL** Artists Like Anthrax, Pantera, Ozzy Osbourne	

Mr./Mrs./Ms. _____

Address _____ Apt. _____

City _____ State _____ Zip _____

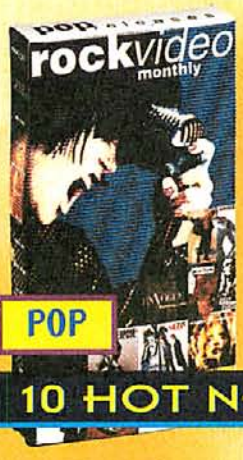
Phone (_____) _____ Age _____

Have you bought anything by mail in the last: ❑ 6 months ❑ 1 year ❑ Never
Do you have a credit card? ❑ Yes ❑ No
Do you usually buy your music on: ❑ CD ❑ Cassette

(C5) R74

We reserve the right to ask for additional information, reject any application, or cancel any membership. Allow 4-6 weeks for delivery of first issue. Limited to new members only. One membership per family. Local sales tax, if any, will be added. Some videos may contain material objectionable to some viewers.

FREE Video EVERY MONTH! WITH SUBSCRIPTION



POP



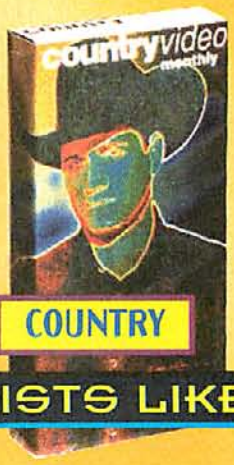
ALTERNATIVE ROCK



HEAVY METAL



RAP



COUNTRY

10 HOT NEW VIDEOS EVERY MONTH FROM ARTISTS LIKE

Ace Of Base
Bobby Brown
George Michael
John Mellencamp
Tom Petty & The Heartbreakers
Toni Braxton
and more

4 Non Blondes
Blind Melon
Counting Crows
the cranberries
Spin Doctors
Stone Temple Pilots
and more

Anthrax
Fight
Ozzy Osbourne
Pantera
Sepultura
White Zombie
and more

Arrested Development
Das EFX
Naughty By Nature
PM Dawn
Salt-N-Pepa
Wu-Tang Clan
and more

Alan Jackson
Billy Ray Cyrus
Clint Black
Garth Brooks
John Michael Montgomery
Mary-Chapin Carpenter
and more

- **GUARANTEED LOW PRICE**
  ONLY $3.98 A MONTH
  + SHIPPING & HANDLING
- **SPECIAL ISSUES**
  UP TO FOUR TIMES A YEAR
  —SAME LOW PRICE
- **DISCOUNT CERTIFICATES**
  FOR CD'S AND CASSETTES
  WORTH UP TO $20.00 —EVERY MONTH
- **SATISFACTION GUARANTEED**
  NO OBLIGATION TO BUY
  CANCEL ANY TIME



Plus A Chance To Get
4 Free CD's Every Year
Get one free CD with every 3 issues you purchase
(a shipping and handling charge will be added to each shipment)



EXCLUSIVE MAGAZINES

Huh magazine features over 75 pages of candid interviews, in-depth articles and exciting photographs of the artists that really matter — plus reviews and ratings of more than 100 new album releases.

And if you select country, New Country magazine gives you an exclusive look into the world of country music — the biggest stars and hottest newcomers —plus reviews and ratings of more than 100 new albums.

Subscribe today and receive a FREE music video every month!

Free Video
Every Month
With Subscription

NO POSTAGE NECESSARY IF MAILED IN THE UNITED STATES

BUSINESS REPLY MAIL
FIRST CLASS MAIL PERMIT NO. 22 TAMPA FL

POSTAGE WILL BE PAID BY ADDRESSEE

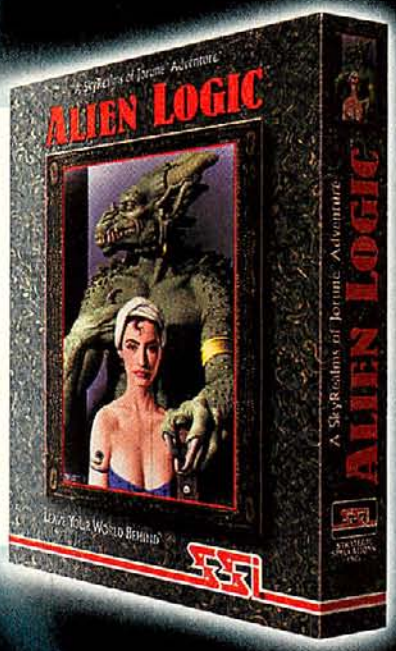
ROCK VIDEO MONTHLY
P.O. BOX 61096
TAMPA, FL 33661-1096



Open your mind to ALIEN LOGIC.

Leave your world behind. Step into a whole new reality of ancient mysticism and futuristic technology.

It will blow your mind.



ALIEN LOGIC™

A SKYREALMS OF JORUNE™
Role-Playing Adventure

TO ORDER: Visit your retailer or call: 1-800-245-4525
with Visa or MasterCard (U.S. & Canada only, please).

On 3.5" disks and CD-ROM
for IBM & Compatibles

"SkyRealms of Jorune" and "Leave Your World Behind" are trademarks of SkyRealms Publishing. "Alien Logic" is a trademark of Ceridus Software Inc. Illustration © 1992 SkyRealms Publishing. © 1994 Strategic Simulations, Inc. All rights reserved.



256-color
SVGA displays



ALAKAZAM, MAN The young sorcerer, Hocus, fends off a pair of green dragons in Apogee's latest platform puzzler.

Requiring a 386SX or better with 256-color VGA graphics and 567K free RAM (all major sound cards are supported), HOCUS POCUS has astoundingly smooth 360 degree scrolling parallax backgrounds and some excellent animated sprites. It looks like an attractive cross between DUKE NUKEM and SHADOW OF THE BEAST. With Apogee's new sound engine mixing up multi-channel sound effects, it's also a real pleasure to listen to.

As we join our story, Terexin, leader of the Council of Wizards in the Land of Lattice, is sending young Hocus, an apprentice sorcerer, on a special mission to test his mettle. He, meaning you, will have to cross 16 different realms—each with unique dangers and opponents—to defeat the vile Trolodon and deliver a lovely princess from a horrible fate to just a commonplace disaster: marriage with you. In the course of this quest, Hocus will encounter dragons, imps, ghosts, demons and a vast array of evil creatures. You'll need to survive all of them to become a full-fledged, card-carrying sorcerer.

Each of the four episodes and 36 individual levels offer a different mix of action and puzzle-solving play, with backgrounds and enemies changing every two levels to keep the experience fresh. Armed with just a single magic spell, Hocus must "zap" his opponents into oblivion and make use of every health potion he can find to stay alive until he reaches the next maze. Succumbing at any point during a level requires Hocus to start that level over. So far, I haven't fallen victim to any of the evil meanies; my progress has been thwarted by the insidious puzzles. How do I spell relief? R e g i s t r a t i o n. Not only does it provide you with all 36 levels of game play (nine are granted in the shareware version), but you also receive 56 wonderfully helpful cheat codes.

To make HOCUS POCUS magically appear on your computer, wave your magic wallet and send $24.95, plus $5 shipping and handling to Apogee Software Ltd., P.O. Box 496389, Garland TX 75049 or call (800) GAME-123.

ZiffNET

To locate these games online, tune in to the *CGW* headquarters on ZiffNet.

Games featured here can be downloaded from ZiffNet both on CompuServe and on PRODIGY. On CompuServe, go to Computer Gaming World's own forum (GO GAMEWORLD), Library 8, Shareware Sizzle. On PRODIGY, jump ZiffNet and Search by Title for the games listed here. Or, Search by Category to browse the entire Games Library.

SPECTRUM ELECTRONICS

HOURS: 6AM-11PM PST 7-DAYS

P.O. BOX 6295 SALINAS, CA 93912-6295

1-800-983-4321

CALL FOR CURRENT PRICES

IBM CD		Skyrealms of Jorune: Alien Logic	50	Alone in the Dark	36	SSN-21 Seawolf CD or 3.5	47
7th Guest	48	Space Hulk	35	Alone in the Dark 2	37	Star Reach	36
10 Year Collection-Interplay	48	Star Trek 25th Anniv.	55	Archon Ultra	34	Subwar 2050	37
11th Hour	56	Strike Commander W/ Tac. Opts.	55	Avenz Edar Scrolls	44	System Shock	49
AD&D Al Qadim: Genies Curse	43	Syndicate Plus (Syn. & Am. Rev.)	45	Battles of Napoleon	15	Tie Fighter	48
AD&D Dungeon Hack	36	Terminator Rampage	48	Bid-Force	50	Ultima VIII: Pagan	52
AD&D Eye of the Beholder Tri	51	The Horde 3.5 or CD	39	B.O.N. Scen Disks 1-6	55	Ultima VIII: Pagan Spch Pk	17
AD&D Ravenloft	52	Theme Park	45	Betrayal at Krondor	39	Ultimate Domain	39
Aegis: Guardian of Fleet	54	Ultima I-VI	30	Bloodnet	39	Wargame Const. Set II: TANKS	39
Alone in the Dark	48	Ultima VII Complete	42	Breach 3	38	Warlord II	42
Battlecruiser 3000 AD	CALL	Ultima VIII: Pagan w/Speech Acc.	47	Clash of Steel	38	Wing Commander Armada	49
Beneath a Steel Sky	39	Ultima Underworld I & II	30	Corridor 7	29	Wings of Glory	49
Betrayal at Krondor	25	Under a Killing Moon	55	Dark Legions	39	X-Com: Terran Defense Force	42
Bloodnet	42	Wing Commander 1 or 2 Deluxe	29	D-Day: Beginning of End	44	X-Wing	42
Castles 2	49	Wing Commander I/ Ultima VI	29	Delta V	42	X-Wing 1: Imerial Pursuit	19
Comanche w/Expanded Miss.	56	Wolfenstein 3D-Spear of Dest.	44	Detroit	39	X-Wing 2: B-Wing	19
Daemonsgate CD or 3.5	32	Wolfpack	32	Dune II	34	3DO	
Dark Legions	40	Wrath of the Gods-WIN	44	Evasive Action	34	3DO System	459
Dragon Lore - Chapt. 1	38	X-Com: Terran Def. Force	CALL	F-14 Fleet Defender	48	Alone in the Dark	CALL
Empire Deluxe Master Play Ed	CALL	IBM JEWEL CASE		Fields of Glory	36	Escape from Monster Manor	49
Flight Simulator Toolkit	54	7th Guest	25	Flight Simulator Toolkit	58	Horde	49
Gabriel Knight	45	Dune	23	Front Page F.B.Pro	42	John Madden Football	49
Great Naval Battles II	42	Gabriel Knight	28	Frontier: Elite 2	39	Lost Files of Sherlock Holmes	50
Hell Cab V1.1	48	Indiana Jones: Atlantis	27	Genghis Khan II	37	Out of this World	44
Iron Helix	56	Jutland	26	Global Domination	25	Road Rash	55
Journeyman Project	48	King's Quest 6	23	Grandest Fleet	36	Shock Wave	CALL
Labyrinth of Time	45	Legend of Kyrandia	20	Great Naval Battles II	45	Super Wing Commander	49
Lands of Lore	44	Lord of the Rings	29	Great War 1914-1918	38	ATARI	
Mech Warrior II CD or 3.5	45	Maniac Mansion 2	29	Harpoon II	48	Doom & Wolfenstein-3-D	CALL
MegaRace	36	Return to Zork	21	Heir to the Throne	35	Jaguar System	239
Myst WIN	48	Secret Weapons of Luftwaffe	15	Isle of the Dead	35	Alien vs Predator	54
Nomad CD or 3.5	38	Star Wars Chess	23	Inherit The Earth	39	IBM HARDWARE	
Outpost	42	IBM 3.5		Kingdoms of Germany	37	CD-ROM Drives	Call
Pacific Strike w/Speech pack	51	1942 Pacific Air War	48	Knightmaker	37	Sound Blaster 16 Basic	115
Privateer	49	Aces of the Deep	42	Master of Orion	39	Sportster 14.4 FAX/Modem Int	135
Rebel Assault	44	AD&D: Al Qadim: Genie's Curse	45	Mortal Combat	38	Sportster 14.4 FAX/Modem Ext	155
Rise of the Robots	52	AD&D: Dungeon Hack	33	Outpost	45	WE ALSO SELL:	
Shadowcaster	45	AD&D: Ravenloft	48	Perfect General w/Scen	36	SEGA, SNES, MAC	
Shadow of the Comet - CD	48	Alien Breed	10	Rise of the Robots	42	and all adult titles	
Sim City	48	Alien Legacy	41	Rules of Engagement 2	33	New Classic SSI Wargames	15

PRICES SUBJECT TO CHANGE, DEFECTIVES REPLACED WITH SAME PRODUCT
20% RESTOCKING FEE ON RETURNED & REFUSED ITEMS
PAYMENT: CHECKS (ORDERS SHIPPED WHEN CHECK CLEARS)
MONEY ORDERS (TREATED AS CASH)
CA residents add 7.25% sales tax / HANDLING $2 PER ORDER
SHIPPING: FREE GROUND SHIPPING WITH $100 PURCHASE, UNDER $100
PRIORITY MAIL ADD $4, 3-DAY UPS ADD $5 PER ORDER,
2ND DAY AIR ADD $7, OTHER SHIPPING TERMS ARRANGED. COD ADD $4

WE SELL ALL COMPUTER & VIDEO ENTERTAINMENT PRODUCTS

Circle Reader Service #115

SIDELINE SOFTWARE

ORDERS 1-800-888-9273 ONLY

YOUR PC IMPORT & CLOSEOUT CONNECTION

NEW PC TITLES	TYPE	$
Amazon	Adventure	45
Battle Isle 2 Floppy or CD ROM	War Simulation	50
Beneath a Steel Sky	Adventure	45
Canon Fodder	Arcade Strategy	40
Chaos Engine	Action Arcade	40
Diggers Floppy or CD ROM	Arcade Strategy	45
Genesia	Strategy Game	40
In Extremis	Like "Doom"	45
Maniac Sports	Sports Simulator	40
Micro Machines	Racing Arcade	40
Reunion Floppy or CD ROM	Role Playing Game	50
Rise of the Robots	Fighting Game	45
Star Lord (Microprose) floppy or CD	Strategy	50
UFO (Microprose) floppy or CD ROM	Strategy	50
Test Drive 3, Star Control, Hoverforce	- all THREE for only	22
Corporation, F-14 Tomcat, Supremacy	- all THREE for only	22

PC MAGAZINES

Get the latest news on the best PC titles from the U.S. & Europe! These high gloss, full color magazines also feature demo-packed PLAYABLE cover DISKS OR CD ROMS with each issue! Titles include: PC Format, PC Review, PC Zone, PC Plus, PC Power, and PC Gamer! Your choice! Only $10 each!

SHIPPING (UPS Ground) For up to 3 pieces, by payment: Mastercard & Visa $5.00 • C.O.D. (Cash Only) $10.00
Next day & second day air available! Call for prices on special shipping. Shipping times not guaranteed. Price & Availability subject to change! No refunds or exchanges. Defective products exchanged with same item. Products warrantied through Sideline. FAX ORDERS CALL (305) 491-6134
Need Info? Call (305) 491-9519 DEALER INQUIRIES INVITED!
840 N.W. 57th Court, Ft. Lauderdale, FL 33309

DON'T MISS THESE DISCOUNT PC DEALS !

A-320 Airbus	24.95	Contraptions	18.95
4-D Sports Boxing	18.95	Creepers (Psygnosis)	18.95
A-Train	26.95	Cyber Race	24.95
Action Stations	18.95	Dave Ledbetter Golf (Greens)	26.95
Ancient Art of War in Skies	24.95	Deluxe Strip Poker 2	18.95
Armageddon	18.95	Dune	18.95
Artic Barons	21.95	El-Fish	21.95
ATAC (Microprose)	24.95	Elvira 2	14.95
B-17 Bomber (Microprose)	24.95	Epic	21.95
Bard's Tale 3	18.95	Eternam (Drakhan 2)	18.95
BAT 2	21.95	F16 Falcon	9.95
Battlechess	18.95	Fire Team 2200	9.95
Battle Isle	18.95	First Samurai	9.95
Birds of Prey	21.95	Flashback	24.95
Brutal Sports Football	18.95	Fool's Errand	16.95
Carmen USA Deluxe	21.95	Four Crystals of Trazar	21.95
Carriers at War	21.95	Global Conquest (Microprose)	21.95
Castles	16.95	Hardball 3	21.95
Centurion Defender of Rome	18.95	Harpoon & Battle Set 2	18.95
Command HQ	18.95	Hero Quest	18.95

DISCOUNT TITLES

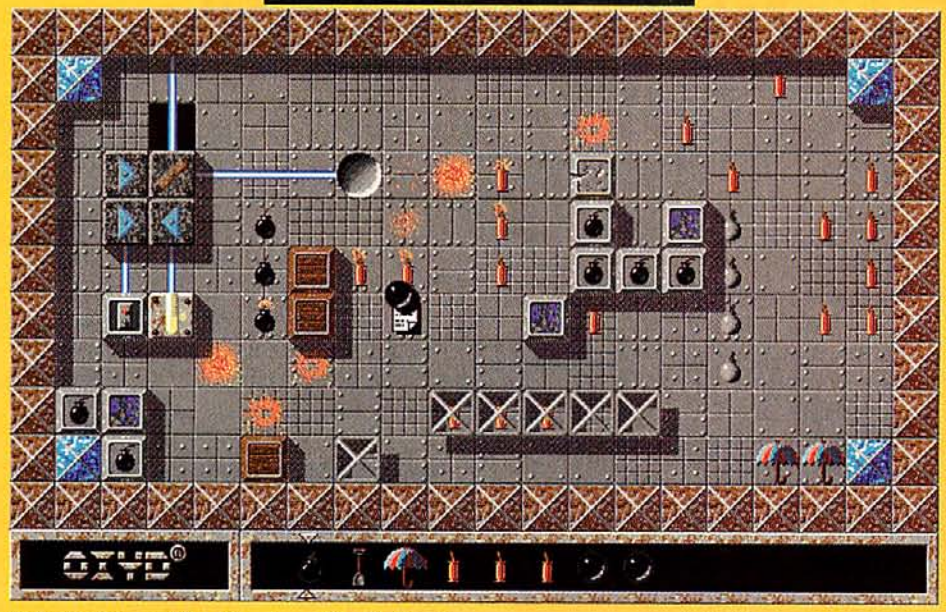
Hook	9.95
Ishar, Legend of the Fortress	18.95
It Came From the Desert	14.95
Jack Nicholas Greatest 18	9.95
Joe and Mac Caveman Ninja	9.95
King's Quest 6	21.95
Legend of Kyrandia	21.95
Lemmings 2	28.95
Links 386 (Access)	29.95
Lil' Devil	24.95
Mantis	24.95
Mavis Beacon Typing Tutor	9.95
Mike Ditka Football	18.95
Mig 29 Fulcrum	18.95
Nigel Mansell's Grand Prix	21.95
Obitus (Psygnosis)	9.95
Out of This World	21.95
Pacific Islands	21.95
Populous & Data Disk	24.95
Power Monger	19.95
Pushover	18.95
RBI Baseball	9.95
Rex Nebular	24.95
RoboCop 3	9.95
Sargon 5	9.95
Seal Team	24.95
Secret of Monkey Island 2	21.95
Seven Cities of Gold New Ed.	24.95
Shadowlands	18.95
Sim Ant	21.95
Sim Life	18.95
Sleepwalker	18.95
Space Crusade	18.95
Spacewrecked	9.95
Spell Casting 101	9.95
Special Forces	21.95
Spoils of War (RAW)	18.95
Star Legions	21.95
Strike Fleet	19.95
Super Space Invaders	14.95
Super Tetris	14.95
Team Yankee	21.95
The Immortal	19.95
The Lost Admiral	14.95
Tornado CD ROM	26.95
T.V. Sports Baseball	21.95
T.V. Sports Boxing	21.95
Trump Castno 2	14.95
Twilight 2000	16.95
Ultima 6	21.95
Utopia	18.95
V For Victory	21.95
W.W.F. 2 Wrestling	18.95
Waxworks	14.95
White Death (Raw)	18.95
Wing Commander Academy	24.95
Wizkid	18.95
World Class Leaderboard	9.95
Wrath of the Demon	16.95
Zool	21.95

Circle Reader Service #107

My son and I love this game!!!

Great work!!

Robert Strauss, Burbank



My daughter (11 years old) and I have become "Oxyd" addicts. We cannot wait to begin exploring the many other levels. Thanks for creating such an excellent product. R. S., Germantown

This is, without question, the most impressive game I have ever seen. I am amazed at the audio, visual and action. George L. Tanty

Wow! That's all I can say about Oxyd. What an incredible game! One of the nicest games I have seen in a long time. Thanks for creating such a challenging piece of software. I'm completely hooked! The game is really slick, well designed. Those first 10 levels alone were worth paying for! It is rare to find such a visually appealing, addictive and playable game.

One of the most elegant games I've played. Jeffrey Jondahl, San Diego

I enjoy this game a great deal and so do my children and their friends. It is just what I have been looking for !! Jerome Wescott, Minneapolis

Oxyd has to be the most artistically superb piece of programming that I have seen. From my position of having completed about one third of the single-player levels, the landscapes have been continuously varied with a marvelous attention to graphic and audible detail that makes each new one a continuing delight. I especially appreciate how the marble interacts in seemingly realistic but different ways when rolling over or bouncing against different "natural" (or unnatural) substances like stone, wood, swamp, freefall etc. At this point, I'm already worrying that I'll run out of levels. Jeffrey R. Harrow

Even our 3yr old enjoys the game.

I just had to write to tell you how much fun I've had playing Oxyd. The attention to detail - the sounds, the textures of the surfaces - really adds to the fun of the game. It invites the imagination for a ride.

Thanks also for making all of the landscapes challenging but not impossible. Tom Phoenix, Portland

I'm really impressed with your game, Oxyd. Congratulations on a unique and fun product, and best luck to you all. John M. Dodd

Oxyd Credits:

Game of the Year 1993

Australian MacWorld

Best Brain Game 1993

MacWorld Game Hall of Fame

Game of the Year 1992

Computer & Pädagogik 06/93

Game of the Year 1992

Display Computer Club e.V., Germany

The variety of play is literally, incredible. Score this game a solid 10

Current Notes 06/93

"A" rating - Wow! Exquisite. A must for your games library.

AmigaWorld 06/93

Game of the Month.

MacWelt 02/93

Top of the Charts

Brain Teaser Category, PC Games German edition.

Treat of the Month

Atari Roundtable in GEnie, 12/92

Editor's Choice

PC Games German edition, 12/92

Download free appetizers from SWC BBS at (508) 368-7036 @ 2400-14.4k baud or send a check to Dongleware:

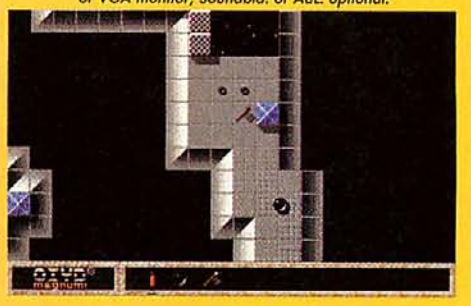
- ❑ 10 levels of the Oxyd game $ 4.00 PC, Mac, Amiga, ST or NeXT.
- ❑ The Oxyd Code Book $ 39.00
- ❑ Take 5 demo of magnum! $ 4.00 for PC or Macintosh.
- ❑ Tubular Worlds episode one $ 4.00 for PC or Macintosh.
- ❑ Shipping & Handling $ 3.00



Oxyd® magnum!

for PC, Mac & Amiga

Sequel of the award winning Oxyd game!
Mac: 1MB RAM, color or monochrome!
PC: 386 or above, 2.5 MB RAM, EGA or VGA monitor, Soundbla. or AdL. optional.



Some fine comments about Oxyd magnum!
I like Oxyd magnum because it's different in every landscape, surprising, challenging, compelling and fun! Every landscape is like a new game. It's so tricky! It drives my wife crazy. More levels and just as good as Oxyd. You have challenged me! Thanks. My wife and I like to play puzzles together. It's unique. Great puzzles. It's aesthetically pleasing and exercises the mind. It makes me and my kids think and we don't have to punch or kill anything.

NOW PLAYING:



Dongleware Publishing, ◆ 35 Howard Street
Cambridge, MA 02139 ◆ (617) 497-1130

If your dealer does not carry Oxyd and Oxyd magnum! call us at 1-800-228-6993
Checks, Visa & MasterCard accepted ◆ MA residents add 5% sales tax

Circle Reader Service #63

The Lighter Side Of Doom

CGW Peeks Behind The Gloom Of Doom To Shed Light On The Program's Lighting Techniques

by Paul C. Schuytema

Shake off this downy sleep,
deaths counterfeit,
And look on death itself!
Up, up, and see
The great doom's image!
-Shakespeare, MacBeth,
Act II, Scene III

JUST WHAT IS IT ABOUT **ID SOFTWARE'S** DOOM THAT MAKES IT SO FRIGHTFULLY REAL? AS FAR AS HIGH-CONCEPT, there really isn't any. In the words of DOOM's level designer, Sandy Petersen, "DOOM is nothing more than the computer equivalent of Whack-A-Mole." Even so, when you're immersed in an adventure, surrounded by a maze of charred and eroded support columns, growls heard from all directions, corpses littering the flagstones, and suddenly, the fluorescent lights which line the ceiling flicker on and off, what do you feel? Perhaps you feel like running? If only you could see your way out; if only the lights would illuminate the room for long enough to get off one clean shot at that....

Anyone who has played DOOM knows that the atmosphere, the visceral feel of a dark and dangerous world, is the key component to the game's success. Undoubtedly, one of the most dramatic components of DOOM's environment is the use of lighting. Some lights are dim, others cast a blue pall over the room, while still others are malfunctioning, flickering incessantly, or burning out at the most awkward moment. How do they do it? How is this dramatic lighting created? Why play around with so many lighting effects at all?

I asked John Romero, one of id's wunderkind programmers, and the answer rolled off his tongue quite easily, "The lighting helps the game seem more *doomy*, it adds life to the environment." I sat down with John in his morosely dark office (the lighting was strangely familiar to that found in level E1M6) as he talked me through level creation and the placement of lighting effects in a level he was working on for DOOM II.



YOU'VE SEEN THE LIGHT Unlike the starkly bright environment of **WOLFENSTEIN 3D**, the world of **DOOM** uses subtle lighting techniques to evoke its unique brand of terror.

WELCOME TO THE NEXT LEVEL

The designers at id create levels much as role playing game masters create dungeons: by drawing them on graph paper. For Romero, though, this graph paper appears in a window on his 486 PC configured to run the NeXT computer's operating system, NeXTStep. Drawing with a mouse, he creates the game's levels, which are wholly divided into sectors when seen from a bird's-eye view. Within any given room, the walls will create the borders to a sector, yet there may be other, invisible sectors within the room. He might create an area where, if stepped in, a wall would open up and a horde of hungry imps would descend (ever see a room like that?). Or he could create a dramatic lighting effect, perhaps a bright light illuminating a still twitching corpse. In actuality, every group of lines that define a space is considered a sector, so each individual stair is its own discrete sector, for example. When working with the level design program, Romero, or Petersen, or whomever is creating a level, has the option to select many different qualities for each sector, such as the look of the walls, floor or ceiling. Will a severed limb be hanging from a meat-hook? What will the lighting be like?

As an example, consider a barren room with a skylight in the ceiling (you've run across several rooms like this in DOOM, I'm sure). The light pouring in from the skylight illuminates the floor under it, creating a patch of bright flooring in an otherwise dimly-lit room. While a 3D rendering program will actually place a light source above the skylight and calculate the path the light takes (a technique known as *ray tracing*), the DOOM team took quite a different approach. Everything in DOOM has been optimized for manic speed, and calculating the light rays emitting from



THE PLANET'S HOTTEST HARDWARE MEETS THE PLANET'S COOLEST SOFTWARE. INTRODUCING GAME BLASTER CD 16.

All the leaders of the gaming universe have joined forces. And now they're coming to get you. No other game experience can prepare you for what's waiting inside the new Game Blaster CD™ 16 multimedia upgrade kit.* You get a Sound Blaster™ 16-bit sound card and speakers that make all your games sound terrifyingly real. A double-speed CD-ROM, so all your games run faster. An FX-2000 joystick, so you can hone your reflexes. Not to mention the most outrageous games in the cosmos, like Rebel Assault, Sim City 2000, Return to Zork, Iron Helix, F-117A Stealth Fighter, Silent Service II, Civilization, Railroad Tycoon, and The New Grolier Multimedia Encyclopedia. Of course, all your games will sound better because they're made to be played on Sound Blaster. The question is, can you handle it? Want more info or the name of a Creative Labs dealer? Call 1-800-998-5227.



CREATIVE
CREATIVE LABS, INC.

*Suggested Retail Price $549.95. © 1994 Creative Technology Ltd. Game Blaster CD, Sound Blaster, and the Sound Blaster and Creative logos are trademarks of Creative Technology Ltd. All other trademarks are the property of their respective owners. U.S. inquiries: Creative Labs 1-800-998-5227 or 408-428-6600. International inquiries: Creative Technology Ltd., Singapore. TEL 65-773-0233 FAX. 65-773-0353.

every light source would bog the computer down to a crawl. In the words of Romero, "The only way to get an engine as fast as DOOM's is to fake a lot of stuff."

Instead of being created by a rendering algorithm, the rectangle of light on the floor is actually a sector, assigned its own light value in the level-design program. When designing the room, a pattern is selected for the floor, say, a moldy, lichen-encrusted array of flagstones. This pattern, in and of itself, has its own brightness (if you were examining it in a graphics program). In DOOM, though, each texture can have a light level imposed upon it. For the sector under the skylight, the light level is relatively higher than normal while the rest of the room is dark and gloomy. When the DOOM engine calculates how to draw the room, it fetches the pattern for the floor, and then the light level for the portion it is drawing. If it is dim, then a subroutine looks to a translation table for the pixel in question, to shift the color to a more muted tone. If it is lighter, then a color from a more energized section of the palette is assigned. Then the floor is drawn, and presto, light seems to pour down from the skylight.

Initially, this color-shifting of the game's 256-color palette was calculated during the rendering loop, as a routine utilizing Red-Green-Blue mixture levels to calculate what color in the game's palette was the closest match to the dimmed color. This ate up valuable rendering time, so id employed a program that worked through their entire palette and precalculated what color was the best match, building a translation table that could be referred to very quickly.

DIMINISHING RETURNS

There are two types of lighting in DOOM: diminished lighting (which is always brightest where your character is standing and diminishes across distance), and strobe lighting (synchronized strobes, unsynchronized strobes with flashes just a little off, and broken fluorescent lighting).

A sector has an initial light level, which can be any one of 16 levels, from totally dark to full-bright. In addition, each sector can have a special capability, such as applying damage to your character or performing one of the active lighting functions. An area may also be assigned a glow value, which means that the light will be of a more ethereal, pulsing quality. The area begins at an initial light level, and through time, the light level will lower to that of the immediately surrounding sectors (which are often assigned lower initial light levels), then brighten up to the initial light level.

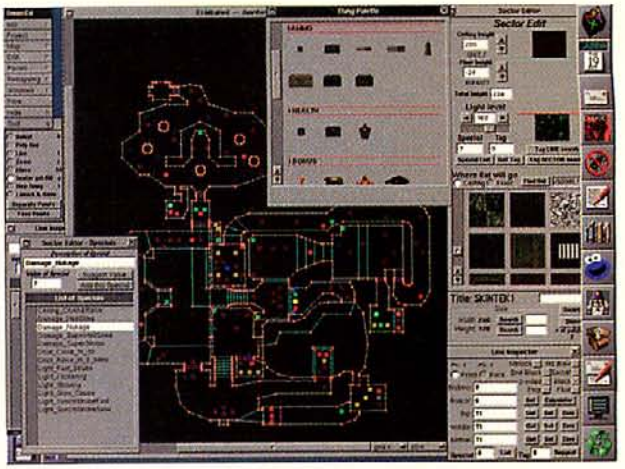
With any of the flickering or strobing lighting effects, the individual sector always takes stock of the light levels that surround it. In a dark corridor, a strobe light just wouldn't look right if it diminished entirely to black. Instead, it diminishes to the dim light levels surrounding it, creating a very natural, very real illusion of light.

Diminishing light (which is any light source that is less than full-bright) always darkens away from your location in the game. If you load up DOOM and move into a relatively bright room and begin walking slowly down a dark corridor (after you have dispatched that annoying Cacodemon, of course), you can see the light diminish in clearly defined bands. Each band represents the next dimmer (or brighter) light-level.

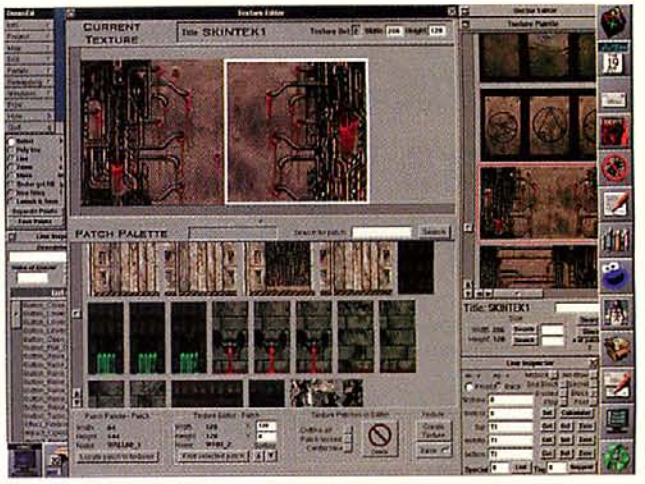
Lighting effects are all interpolated mathematically during the vertical texture mapping routine (one of the few routines coded in assembly code by programmer John Carmack; the bulk of DOOM's code is written in straight ANSI C). With other point-of-view engines (WOLFENSTEIN included), floors and ceilings are drawn first, meeting at the horizon point, then walls are drawn over the fields of color to create the image. In DOOM, there is no over-drawing. The vertical and horizontal texture mapping routines draw exactly what is needed, and nothing more. The drawing actually takes place in an off-screen buffer (actually, three off-screen page buffers) and is then blitted to the screen (*blit* is the term which refers to transferring the memory contents of a page buffer to the video memory area).

In DOOM, the game world and the drawing engine live as two totally different beasts. The game world, where your Space Marine is dispatching a Cyberdemon with a dozen or so rockets, lives at a time rate of 35 frames per second (handled through the use of an interrupt clock), no matter what kind of machine you have (that is why you can play Net DOOM between a 386 and a 486 and things all mesh together nicely). The graphics engine, which actually draws the image to the screen, runs as fast as your computer can, so a 486-66 has a much higher visual frame rate than a 386-25. The strobe lights flash in sync to the world clock, which means that the strobes will all flash at the same moment on any computer involved in a net DOOM game.

After talking with the programmers at id, I could understand the need to streamline the program to make the most efficient use of the computer. It was natural that faking the light levels, along with other tricks used to create a 3D world, were mandatory concessions to keep the simulation as fluid as possible. Yet, in a dark room, the volume cranked up, and sitting on the edge of my seat, the flickering fluorescent lights don't look faked to me at all. As I hear the growls of some approaching daemon, nearly catching a glimpse of movement as the light flickers to blackness, it all feels very real indeed.



WHAT'S NeXT? DOOM's levels are designed on 486 PCs running under the NeXTStep operating system. Multi-tasking at its best.



TEXTURES SESAME There's no question that the art is incredible. The question is, is that the Cookie Monster in the right-hand toolbar?

THE MARKETPLACE

Call your Account Representative, Marci Yamaguchi, at (714) 283-3000 x37 for information on how you can advertise your game, product or service in the economical MARKETPLACE section.



"Powerful programs of growth and adventure"

MAGIC MIRROR I . . . a toolbox for your mind. E. Kinnie, PhD., Clinical Psychologist, $39.95.

MAGIC MIRROR II . . . experiences for your mind, $39.95.

THREE GATES . . . skryeing, awareness shifting, I Ching and runes, $39.95.

MERLIN . . . an apprenticeship, $29.95.

PHOENIX FIRE . . . high-tech Ouija Board, $39.95.

MAGIC MOUNTAIN . . . weird adventure, male and female versions, not for children, $39.95.

MasterCard/Visa
1-800-545-6172
(after 5 p.m.)

Blue Valley, 29 Shepard St., Walton, NY 13856

Reader Service #48

PAPER MAYHEM
"The Informative PBM Magazine"

Do you know what PBM (Play-By-Mail) gaming is? If you don't, we can help you explore the world of PBM gaming. Paper Mayhem has been leading the way for over 10 years by informing people about PBM gaming. Articles, reviews, biographies, PBM game & company ratings and more fill each issue.

Paper Mayhem has been improving with the ever expanding hobby of PBM gaming since 1983. Each bimonthly issue brings you the latest on PBM news.

So why delay and miss out on all the fun?

PAPER MAYHEM
Dept CG, 1518 Adams St.
Ottawa, IL 61350-4770

US Subscriptions: Single issue $5.00
1 year $24.00 - 2 year $42.00
FOREIGN SUBSCRIPTIONS: Please inquire for rates.

Reader Service #101

Introducing the Cybership™

Encapsulated Computing Enviroment. An affordable virtual reality system for your home computer. Enhances the realism of games & simulators. Why do your computing at a desk when you can relax inside the comfortable cockpit of your own Cybership? Inexpensive. Easy to build. Fun to use. For detailed plans & instructions that include provisions for a built-in stereo system, and controllers send $26.95 to:

Cybership Systems
P.O. Box 166
Cottage Grove, MN 55016 (612) 768-0326

Reader Service #59

FREE Software!
FREE Hardware!

Become a Beta Tester! It's easy! Companies can't afford to pay employees to play games all day in search of programming errors. They need you to test their newest games and hardware. You can keep what you test **Free!** For a complete information package on becoming a Beta Tester send $9.95 + $3.95 S/H to:

CCB Enterprises
PO Box 336
Saint Marys, GA
31558

Reader Service #52

Games Too Expensive?
Consider Pre-owned Software

- Save big $$$ over new
- Original disks and manuals
- IBM - AMIGA - C64
- Hard-to-find classics plus all the latest releases
- Call or write for free catalog (specify computer)

Bare Bones Software
940 4th Ave #222 Huntington WV 25701
1-800-638-1123
Customer Service: 304-529-0461
BBS for complete list: 304-529-7050

Reader Service #45

Reach over
100,000
volume game buyers in
THE MARKETPLACE

The NEW
CAPE COD CONNECTION
ELECTRONIC SHOPPING MALL

Our BBS is back - 24 HOUR Electronic On-Line Shopping is available. • Download our complete new & used Software, Tabletop & Sports Apparel Catalogs, updated daily with new products. • On-Line Ordering 24 Hours • One of the largest used software listing available today. Have us sell your used software on consignment.

Robert Berry, Proprietor
21 PLEASANT VIEW AVENUE • FALMOUTH, MA 02540

BBS 508-548-2908 ■ HELP 508-457-0738
24 HOUR FAX 508-457-4558

Reader Service #50

ADVERTISER Game and Product Index

FREE INFO#	PRODUCT	COMPANY	PAGE
195	7th Guest Software	Philips CD-i	156
196	7th Guest Software	Philips CD-i	133
98	Alien Legacy	Sierra Dynamix	105
40	Arena	Bethesda Softworks	4, 5
99	Bio Forge	Origin Systems	31
51	Corridor 7 CD-ROM	Capstone Software	C3
79	Cowboy Casino	Intellimedia Sports	28
67	Cyberstrike	G.E. Information Systems	63
198	Deckmaster Games	Wargames West	143
47	Delta V	Bethesda Softworks	45
65	Disciples of Steel	FormGen Corporation	49
71	Doom	id Software	C4
194	Doom II	GT Software	33
136	DreamWebb	Empire Software	32
50	Electronic Shopping Mall	Cape Cod Connection	13
*	Epic Pinball	Epic Mega Games	79
80	Falcon & MIG Commander	Keyboard Commander Corp.	73
109	Falcon Gold	Spectrum Holobyte	90
141	Falcon MACH V	Falcon Northwest	41
197	Formation Attack	Spunky Computers	9
*	Front Page Sports: Baseball	Sierra Dynamix	121
131	Game Blaster	Creative Labs	97 - 100
169	Games Master	Keyboard & Terminal Technology	141
42	Girlfriend	AIVR Corporation	74
48	Growth and Adventure Sw.	Blue Valley	48
88	Harvester	Merit Software	143
152	Heros of Might and Magic	New World Computing	27
177	Hex: Heresy of the Wizard	Psygnosis	39
60	Hollywood Mogul	DeVuono DeVuono Games	107
153	Indy Car Racing and Expansion Packs	Papyrus	91
86	Knights of Xentar	Megatech	162
132	Lords of Midnight	Domark Software	15
77	Lords of the Realm	Impressions Software, Inc.	23
93	Mail Order	Mission Control	150, 151
117	Mail Order Games	Titan Games	34
61	Mail Order Peripherals	Direct Wave	126
52	Mail Order Products	CCB Enterprise	143
54	Mail Order Products	Chips & Bits	50 , 59
56	Mail Order Products	Computer Express	66, 71
59	Mail Order Products	Cybership	143
69	Mail Order Products	Gosselin Computer Consultants	126
94	Mail Order Products	Multimedia Specialists	153
107	Mail Order Products	Sideline Software	138
115	Mail Order Products	Spectrum Electronics	138

FREE INFO#	PRODUCT	COMPANY	PAGE
68	Mail Order Software	Gamer's Gold	155
160	Mail Order Software	S Software	131
126	Microforum Family of Products	Microforum	115
188	Multimedia Upgrade Kit	Aztech Labs, Inc.	75
190	New Family AD	CH Products	85
44	Operation Crusader	Avalon Hill	35
*	Own a Modem	American Online Inc.	117, 118
63	Oxyd Magnum	Dongleware	139
101	PBM Magazine	Paper Mayhem	143
168	PC Pedals	InterACTIVE Digital Devices, Inc.	77
187	PC Promo	Gametek	111
120	Phantasmagoria	Sierra On-Line	1
45	Pre-Owned Software	Bare Bones Software	143
43	Raptor	Apogee Software	11
128	ReelMagic Lite	Sigma Designs, Inc.	127
186	Return to Ringworld	Time Warner Interactive	43
199	Rock Video Monthly	Warner Music Enterprises, Inc.	135, 136
174	SimCity CD - ROM	Interplay	103
*	Skyrealms of Jorune: Alien L	Strategic . Simulations, Inc	137
82	SoundMan Wave	Logitech	149
191	Soundscape	Ensoniq	113
*	Space Simulator	Microsoft	88, 89
143	Spear of Destiny Mission Disks	FormGen Corporation	C2
164	Sprint	Sierra Direct	125
184	Star Crusader	Take 2 Interactive Software	92, 93
*	Star Wars Screen Entertainment	LucasArts Entertainment	30
180	Strategy of the Month	Quantum Quality Products	120
97	TFX	Ocean of America	87
119	The Infinity Machine	REM Software	131
138	Theme Park	Electronic Arts	2, 3
185	ThunderSeat Technologies	ThunderSeat Technologies	64
*	Tie Fighter Explode the Myth	LucasArts Entertainment	80
*	Tigers on the Prowl	HPS Simulations	110
116	Ultimate Domain	Software Toolworks	65
200	Video Games	Chips & Bits	36, 37
151	Zephyr	New World Computing	83
175	Zombie Dinos CD ROM	Interplay	95

** Please see advertisement for contact information.*

Top 10
Reasons To Subscribe To CGW

10 You won't miss an issue.

9 Save almost $20 a year off the newsstand price.

8 Stay on top of the latest game releases.

7 Receive something in the mail you actually *want*.

6 Get your copy up to two weeks before newsstand readers.

5 Save money by not buying any more *lame games*!

4 Destroy and humiliate your opponents with stunning regularity with our strategy tips.

3 Be the games guru on your block.

2 Doing wrist curls with back issues will build your arms.

1 A person of your stature should have things hand-delivered.

COMPUTER GAMING WORLD

47% SAVINGS & FREE SOFTWARE!

☐ 1 year (12 issues) $27.94
SAVE 41%.
☐ 2 years (24 issues) $49.97
SAVE 47%
☐ Payment enclosed.
☐ Bill me later.

Name (Please Print) 4SAN0

Company

Address

City State Zip

Subscribe now and save 47% off newsstands! Plus, get your FREE Pro Tips Gaming Secrets disk — an unbeatable collection of hints and clues for winning your favorite and most challenging games, including X-WING and Return to Zork. Mail this card today!

Basic one-year subscription price $28.00; on newsstands $47.40. Canada and foreign add $11.00 per year. U.S. funds only. Canadian GST included. Please allow 30 days for shipment of first issue. FREE software will be sent upon payment.

Free Product Information

NO POSTAGE NECESSARY IF MAILED IN THE UNITED STATES

BUSINESS REPLY MAIL
FIRST-CLASS MAIL PERMIT NO. 768 RIVERTON, NJ

POSTAGE WILL BE PAID BY THE ADDRESSEE

COMPUTER GAMING WORLD
PO BOX 1851
RIVERTON NJ 08077-9451

NO POSTAGE NECESSARY IF MAILED IN THE UNITED STATES

BUSINESS REPLY MAIL
FIRST CLASS PERMIT NO. 278 YORBA LINDA, CA

POSTAGE WILL BE PAID BY ADDRESSEE

COMPUTER GAMING WORLD

P.O. BOX 730
YORBA LINDA, CA 92686-9963

NO POSTAGE NECESSARY IF MAILED IN THE UNITED STATES

BUSINESS REPLY MAIL
FIRST CLASS MAIL PERMIT NO. 66 BOULDER, CO

POSTAGE WILL BE PAID BY ADDRESSEE

COMPUTER GAMING WORLD
P.O. Box 57166
Boulder, CO 80321-7166

COMPUTER GAMING WORLD FREE READER INQUIRY SERVICE

Let us forward your request for further information you'd like to receive on products or services mentioned in CGW.

Name _____

Address _____

City, State, Zip _____

Information must be furnished completely to be processed.

I own....(please circle all that apply)

- . . . . .an IBM (or compatible) A
- . . . . .an Amiga B
- . . . . .a MacIntosh C
- . . . . .another home computer D
- . . . . .a dedicated game machine E

I have one or more children of the ages...

- . . . . .3-5 years F
- . . . . .6-10 years G
- . . . . .11-16 years H

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72
73	74	75	76	77	78	79	80	81	82	83	84
85	86	87	88	89	90	91	92	93	94	95	96
97	98	99	100	101	102	103	104	105	106	107	108
109	110	111	112	113	114	115	116	117	118	119	120
121	122	123	124	125	126	127	128	129	130	131	132
133	134	135	136	137	138	139	140	141	142	143	144
145	146	147	148	149	150	151	152	153	154	155	156
157	158	159	160	161	162	163	164	165	166	167	168
169	170	171	172	173	174	175	176	177	178	179	180
181	182	183	184	185	186	187	188	189	190	191	192
193	194	195	196	197	198	199	200	201	202	203	204

August 1994 Issue
Do not mail after October 31, 1994

Circle #203 for renewal (bill me $27.94)
Circle #204 for new subscription (bill me $27.94)

CGW Poll #121

1. ____	21.____	41.____
2. ____	22.____	42.____
3. ____	23.____	43.____
4. ____	24.____	44.____
5. ____	25.____	45.____
6. ____	26.____	46.____
7. ____	27.____	47.____
8. ____	28.____	48.____
9. ____	29.____	49.____
10.____	30.____	50.____
11.____	31.____	51.____
12.____	32.____	52.____
13.____	33.____	53.____
14.____	34.____	54.____
15.____	35.____	55.____
16.____	36.____	56.____
17.____	37.____	57.____
18.____	38.____	58.____
19.____	39.____	59.____
20.____	40.____	60.____

61. Playing Lately?_____

Letter to the Editor (Please give name and city)

CGW Top 100 Poll Questionnaire

On the CGW Poll card at left, please rate the following games (only if you have played them!) and articles (if you have read them) by using the grade scale of "A" (best) to "F" (worst). Rate the games as if you were a teacher grading a paper. You may assign pluses and minuses to your letter grade (B+, C-, etc.)

Games

1. 1942 Pacific Air War (MicroProse)
2. Aces Over Europe (Dynamix)
3. Aegis (Software Sorcery)
4. Al Qadim (SSI)
5. Alone in the Dark II (I-Motion)
6. Arena: Elder Scrolls (Bethesda)
7. Astro Chase 3D (Interplay)
8. Castles II CD-ROM (Interplay)
9. D-Day (Impressions)
10. Day of the Tentacle (LucasArts)
11. Detroit (Impressions)
12. DOOM (id Software)
13. DragonSphere (MicroProse)
14. Fields of Glory (Spectrum HoloByte)
15. Fleet Defender (MicroProse)
16. Flight Simulator 5.0 (Microsoft)
17. Formula One (Spectrum HoloByte)
18. Front Page Sports Football Pro (Dynamix)
19. Gabriel Knight (Sierra)
20. Genghis Khan II (Koei)
21. Goblins Quest 3 (Sierra)
22. Great Naval Battles II (SSI)
23. Harpoon II (Three-Sixty)
24. Hornet (Spectrum HoloByte)
25. Inca II (Sierra)
26. IndyCar Racing (Papyrus)
27. Inherit the Earth (New World Computing)
28. Kingmaker (Avalon Hill)
29. M4 (Deadly Games)
30. Master of Orion (MicroProse)
31. NHLPA Hockey (Electronic Arts)
32. Operation Crusader (Avalon Hill)
33. Origamo (QQP)
34. Pacific Strike (Origin)
35. Police Quest 4 (Sierra)
36. Power Poker (Electronic Arts)
37. Privateer (Origin)
38. Ravenloft (SSI)
39. Romance of Three Kingdoms 3 (Koei)
40. Seawolf (Electronic Arts)
41. Serf City (SSI)
42. Sim City CD-ROM (Interplay)
43. SimCity 2000 (Maxis)
44. Star Reach (Interplay)
45. Star Trek: Judgment Rites (Interplay)
46. Tanks (SSI)
47. TFX (Ocean)
48. The Grandest Fleet (QQP)
49. The Horde (Crystal Dynamics)
50. Tigers on the Prowl (HPS Simulations)
51. Ultima VIII: Pagan (Origin)
52. Ultimate Domain (Software Toolworks)
53. Victory At Sea (Three-Sixty)
54. Warlords II (SSG)
55. X-COM (MicroProse)

Articles

56. NASCAR Cover Story (pg. 20)
57. Behind the Screens (pg. 24)
58. Joystick Anatomy (pg. 28)
59. Bogey's Bar & Grill (pg. 81)
60. Issue #121 Overall
61. What game have you been playing the *most* lately? (Please list only 1 or 2 titles.)

Letter To The Editor: Use the blank space on the Poll Card for any comments or suggestions you might have regarding our magazine, an individual game, or the computer gaming hobby.

ADVERTISER Company and Phone Index

FREE INFO#	COMPANY	PHONE NUMBER	PAGE
42	AIVR Corporation	(800) 324- AIVR	48
*	American Online Inc.	*	117, 118
43	Apogee Software	(800) gam- e123	11
44	Avalon Hill	(800) 999- 3222	35
188	Aztech Labs, Inc.	(800) 781- 1188	75
45	Bare Bones Software	(800) 638- 1123	143
47	Bethesda Softworks	(800) 677- 0700	4, 5
40	Bethesda Softworks	(800) 677- 0700	49
48	Blue Valley	(800) 545- 6172	143
50	Cape Cod Connection	(508) 548- 2908	143
51	Capstone Software	(800) 468- 7226	79
52	CCB Enterprise	(508) 548- 2908	143
190	CH Products	(619) 598- 2518	85
54	Chips & Bits	(800) 699- 4263	50 , 59
200	Chips & Bits	(800) 699- 4263	36, 37
56	Computer Express	(800) 228- 7449	66, 71
131	Creative Labs	(800) 998- 5227	141
59	Cybership	(612) 768- 0326	143
60	DeVuono DeVuono Games	(800) 350- 5550	107
61	Direct Wave	(800) 882- 8108	126
132	Domark Software	(800) 695-GAME	15
63	Dongleware	(617) 497- 1130	139
138	Electronic Arts	(800) 245- 4525	2, 3
136	Empire Software	(800) 216- 9706	63
191	Ensoniq	(800) 942- 0096	113
*	Epic Mega Games	(800) 972- 7434	13
141	Falcon Northwest	(800) 258- 6778	9
143	FormGen Corporation	(800) 263- 2390	C2
65	FormGen Corporation	(800) 263- 2390	31
67	G.E. Information Systems	(800) 638- 8369	133
68	Gamer's Gold	(800) 377- 8578	155
187	Gametek	*	111
69	Gosselin Computer Consultants	(313) 229- 2453	126
194	GT Software	*	28
*	HPS Simulations	(408) 554- 8381	110
71	id Software	(800) IDGAMES	C3
77	Impressions Sw. Inc.	(617) 225- 0848	23
79	Intellimedia Sports	(800) 886- 4956	156
168	InterACTIVE Digital Devices, Inc.	(602) 940- 0340	77
174	Interplay	(714) 553- 6678	103
175	Interplay	(714) 553- 6678	95
169	Keyboard & Terminal Technology	(908) 297- 5399	74
80	Keyboard Commander Corp.	(800) 262- 6066	90

FREE INFO#	COMPANY	PHONE NUMBER	PAGE
82	Logitech	(800) 889- 0051	149
*	LucasArts Entertainment	(800) STA- WARS	30
*	LucasArts Entertainment	(800) STA- WARS	80
86	Megatech	(800) 258- MEGA	162
88	Merit Software	(800) 238- 4277	73
126	Microforum	(416) 656- 6406	115
*	Microsoft	(800) 426- 9400	88, 89
93	Mission Control	(800) 999- 7995	150, 151
94	Multimedia Specialists	(800) 233- 0010	153
151	New World Computing	(800) 325- 8898	83
152	New World Computing	(800) 325- 8898	27
97	Ocean of America	(408) 954- 0201	87
99	Origin Systems	(800) 245- 4525	C4
101	Paper Mayhem	(815) 433- 2047	143
153	Papyrus	(800) 874-4607	91
195	Philips CD-i	*	32
196	Philips CD-i	*	33
177	Psygnosis	(617) 497- 7794	39
180	Quantum Quality Products	(908) 788- 2799	120
119	REM Software	(313) 457- 1161	131
160	S Software	(800) 243- 1515	131
107	Sideline Software	(800) 888- 9273	138
164	Sierra Direct	(800) 795- 5979	125
98	Sierra Dynamix	(800) 757- 7707	45
*	Sierra Dynamix	(800) 757- 7707	97 - 100
120	Sierra On-Line	(800) 757- 7707	1
128	Sigma Designs, Inc.	(800) 845- 8086	127
116	Software Toolworks	(800) 234- 3088	65
115	Spectrum Electronics	(800) 983- 4321	138
109	Spectrum Holobyte	(800) 695- GAME	41
197	Spunky Computers	*	121
*	Strategic Simulations, Inc.	(800) 245- 4525	137
184	Take 2 Interactive Sw.	*	92, 93
185	ThunderSeat Technologies	(800) 8- THUNDER	64
186	Time Warner Interactive	(800) 482- 3766	43
117	Titan Games	(800) 247- 5447	34
198	Wargames West	(800) SOS- GAME	105
199	Warner Music Enterprises, Inc.	*	135, 136

* Please see advertisement for contact information

ZIFF-DAVIS PUBLISHING COMPANY

Chairman: Eric Hippeau

Consumer Media Group President: J. Scott Briggs
Executive Vice President: Mike Edelhart
Vice President: J. Thomas Cottingham
Vice President, Editor-in-Chief Computer Life: John Dickinson
Vice President, Marketing: Ruth P. Stevens
Director of Electronic Publishing: Sherry Huss
Business Manager: D. Ian McKinnon

ZIFF-DAVIS PUBLISHING COMPANY
President, Business Media Group: Ronni Sonnenberg
President, Computer Intelligence/InfoCorp: Bob Brown
President, Information Access Company: Robert Howells
President, International Media Group: J.B. Holston III
President, ZD Expos: Bill Lohse

President, Ziff-Davis Interactive: Michael Kolowich
President, Ziff Technology Group: Ken Jeffers
Senior Vice President, Circulation: Baird Davis
Senior Vice President: Rachel Greenfield
Vice President, Assistant to the Chairman: Tom McGrade
Vice President, Circulation Services: James F. Ramaley
Vice President, Controller: Howard Sckolnik
Vice President, Creative Services: Herbert Stern
Vice President, General Manager: Bruce W. Bourne
Vice President, Human Resources: Rayna Brown
Vice President, Production: Roger Herrmann
Vice President, Research: Rolf M. Wulfsberg
Vice President, Strategic Planning: Robert Ziff
Vice President, Technology: Bill Machrone
Chief Information Officer: Wellington Y. Chiu
Internal Marketing Consultant: Paul H. Chook

Editorial Director: Lewis D'Vorkin
Executive Director, Information Systems: Owen Weekley
Executive Director, Marketing Services: Jim Manning
Production Director: Walter J. Terlecki
Director of Licensing: Jean Lamensdorf
Director of Public Relations: Gregory Jarboe

ZIFF COMMUNICATIONS COMPANY
Chairman and CEO: Eric Hippeau
Senior Vice President & Chief Financial Officer: Bruce R. Barnes
Senior Vice President: Steven C. Feinman
Vice President, General Counsel and Secretary: J.Malcolm Morris
Vice President, Business Manager: T.L. Thompson
Vice President, Controller and Treasurer: Timothy J. Mitchell

Chairman Emeritus: William B. Ziff, Jr.

Talk Shop With A Tech Jock

CGW's Technical Editor Locates CPU Upgrades And Finds Homes For Wayward Peripherals



by Mike Weksler

Does DOS leave you feeling as if you've wandered into a cold, dark and mysterious dungeon? Do memory monsters wrest control of your rig, leaving you RAMless in a RAM-demanding world? Look here for answers to your technical dilemmas, delivered by our resident digital dragon-slayer.

SNAP-ON HIGH PERFORMANCE

Greetings! I own a 486SX-33. After purchasing TERMINATOR RAMPAGE, I found it to run too slow. I'm now paranoid to buy software rated for DX2, DX4 and Pentiums! Is this an isolated case? Please help.

Colin Pestinger, Shawnee Mission, KS

No, it's hardly an isolated case. The hardware demands for high-end games, particularly fast action and simulation games, continue to creep up. Many developers have established the 486DX-33 as their target minimum machine for the rest of 1994.

One economical upgrade solution is the new Intel i486 DX2 OverDrive Processor. Depending on your motherboard configuration, it will either drop into the OverDrive socket, or replace your existing 486SX CPU. With the bit-crunching power of a 486DX2-66, this chip will undoubtedly get your games running as fast as can be expected. The processor is sold as a complete upgrade kit. You get the DX2 OverDrive Processor (with heat sink already attached), a chip puller, a utilities disk, concise documentation, and technical support. The chip is very easy to install, even for a novice. The suggested retail price is $399, but you can probably hunt down a much lower street price. Beyond that, it's Pentium time.

SOUND BLASTER INSANITY

I recently bought a 486 and I'm thinking of buying a Sound Blaster. What differences are there between the Sound Blaster Pro, Sound Blaster 16, Sound Blaster MCD, Sound Blaster SCSI, and the others? I plan on adding a CD-ROM too, by the way.

Jorge Asch, Miami, FL

Let's start with the Sound Blaster Pro Deluxe. With this package you get an OPL3 FM synthesis chip, 8-bit stereo digital audio, and a UART MIDI port. Creative Labs' even throws in a Panasonic (Matsushita) 40-pin CD-ROM adapter. If you want to forgo the one-slot solution for upgrading your FM music to wave table at a later date (you'd have to add a separate synthesis-only card), and you don't mind listening to 8-bit digital audio on an 8-bit card (most games use 8-bit audio sampled at rates between 8 and 22KHz), you could stop here.

If you get a Sound Blaster 16 Basic, you get an MPU-401 MIDI port (so you can jack in your MPU-401 compatible keyboard or Wave Table synthesis module), 16-bit digital audio CODEC, the same OPL3 FM chip, the Panasonic CD-ROM adapter, and a feature connector which lets you snap-on Creative Labs' Wave Blaster daughter card for a wave table synthesis upgrade. This year will be the year of the Wave Blaster compatible daughter card with offerings from Aztech (Wave Power), Roland (Sound Canvas DB), Turtle Beach (Rio) and Media Vision (Wave Table Professional Upgrade). One slot, one source for all your music needs, period. The Panasonic CD-ROM adapter is fine if your CD is compatible, otherwise, Creative Labs offers the Sound Blaster 16 SCSI with an Adaptec 50 pin SCSI-2 host and the Sound Blaster MCD (Multi-CD), which sports three different CD-ROM adapters—Mitsumi, Panasonic and Sony. The Sound Blaster 16 cards can be purchased with or upgraded to use the Advanced Signal Processing chip. This is useful if you want to mess with Qsound, reverb, chorus and other exotica like audio MPEG compression. For more info, contact Creative Labs at (408) 428-6600.

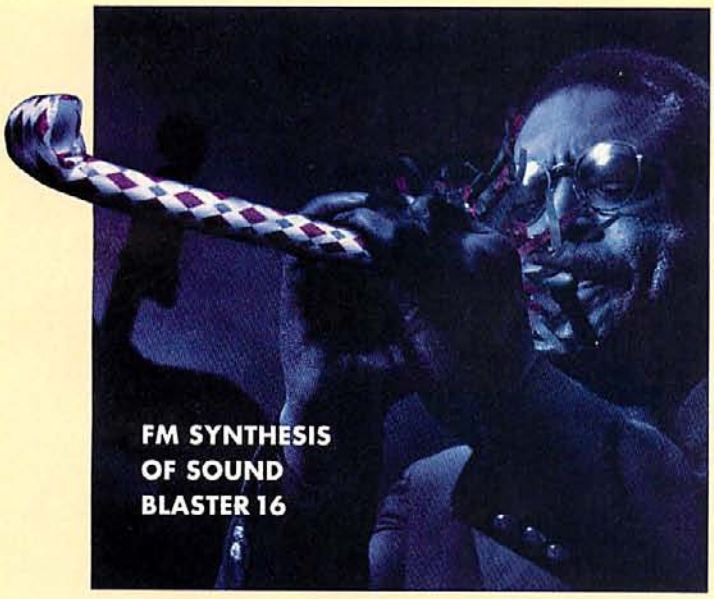
PUT THE JOY INTO JOYSTICKS

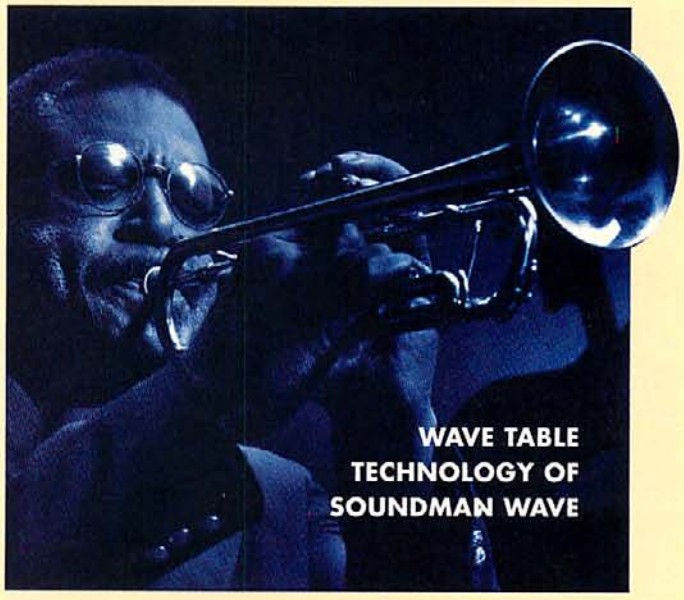
Many of our readers own several joystick-type devices for playing a variety of games. For instance, they might use a Gravis Gamepad for action games like DOOM, a CH Flightstick or Thrustmaster for serious flight sims, or even a driving wheel for racing simulations. For many, switching joystick cables is a major hassle. If you're tired of the back of your computer looking like a telephone operator's nightmare, then you should get to know a company called Lead Pursuit.

The Lead Pursuit folks have just introduced a clever solution for joystick management—the Joyswitch. This baby can handle up to four different joysticks, including your Gravis Gamepad, CH Flightstick, Thrustmaster FCS Pro and driving wheel—all at the same time! Also, you can jack in two different foot controllers so you can have your driving pedals on Footswitch 1 and your rudder controls on Footswitch 2. It even supports the Thrustmaster WCS Mark II. No cheap stuff here, as both cables have thumb screws to secure your rig for combat. The list price is $49.95. For more information contact: Lead Pursuit, Inc. (714) 362-8698, or the Check Six BBS (714) 362-8299 (8N1, 1200-28.8kb).

Why don't you share your technical adventures with your fellow CGW readers who may have the same problems? Send your questions, cool hacks, and tips to Under The Hood, c/o Computer Gaming World, 130 Chaparral Ct. Suite 260, Anaheim Hills, CA 92808, or at any of our email addresses (Internet: 76703.622@compuserve.com).

DON'T BUY A SOUND BOARD UNTIL YOU'VE HEARD US TOOT OUR HORN.







SOUNDMAN® WAVE: GENUINELY BETTER SOUND, FULLY LOADED.

Maybe you've read* how *wavetable synthesis* uses actual recordings of instruments to create synthesized sounds. And how fantastic it sounds versus regular *FM synthesis*. Well it's true. SoundMan Wave lets gamers rock and roll with the real thing for an affordable price. *And* it comes loaded with great software like Recording Session® and MCS MusicRack™.

COMPLETE COMPATIBILITY GUARANTEE.



SoundMan Wave's Yamaha OPL4 chip is completely compatible with the AdLib/Sound Blaster standard so it is backed by a 100% money-back compatibility guarantee, *and* to back that up we'll give $500 to the first person that comes across a game with which SoundMan Wave isn't fully Sound Blaster compatible. Right now, hot games like X-wing, 7th Guest, Doom and Space Quest 5 already take full advantage of our wave technology. Dozens more are expected to hit the market each month.



DON'T BELIEVE US? CALL NOW FOR OUR FREE *SOUND ADVICE* AUDIO CD AND GET A $10 REBATE.

Listen to expert advice about adding sound to PCs, and hear for yourself the incredible difference between SoundMan Wave and run-of-the-mill 16-bit boards. Call for our *Sound Advice* Audio CD before supplies run out, and we'll enclose a $10 rebate coupon:

1-800-889-0051, OFFER #5E

*See PC Magazine, 12/21/93, p 95. ™/®–properties of registered owners.

LOGITECH

The Senseware® Company

COMPUSA EGGHEAD SOFTWARE

Circle Reader Service #82

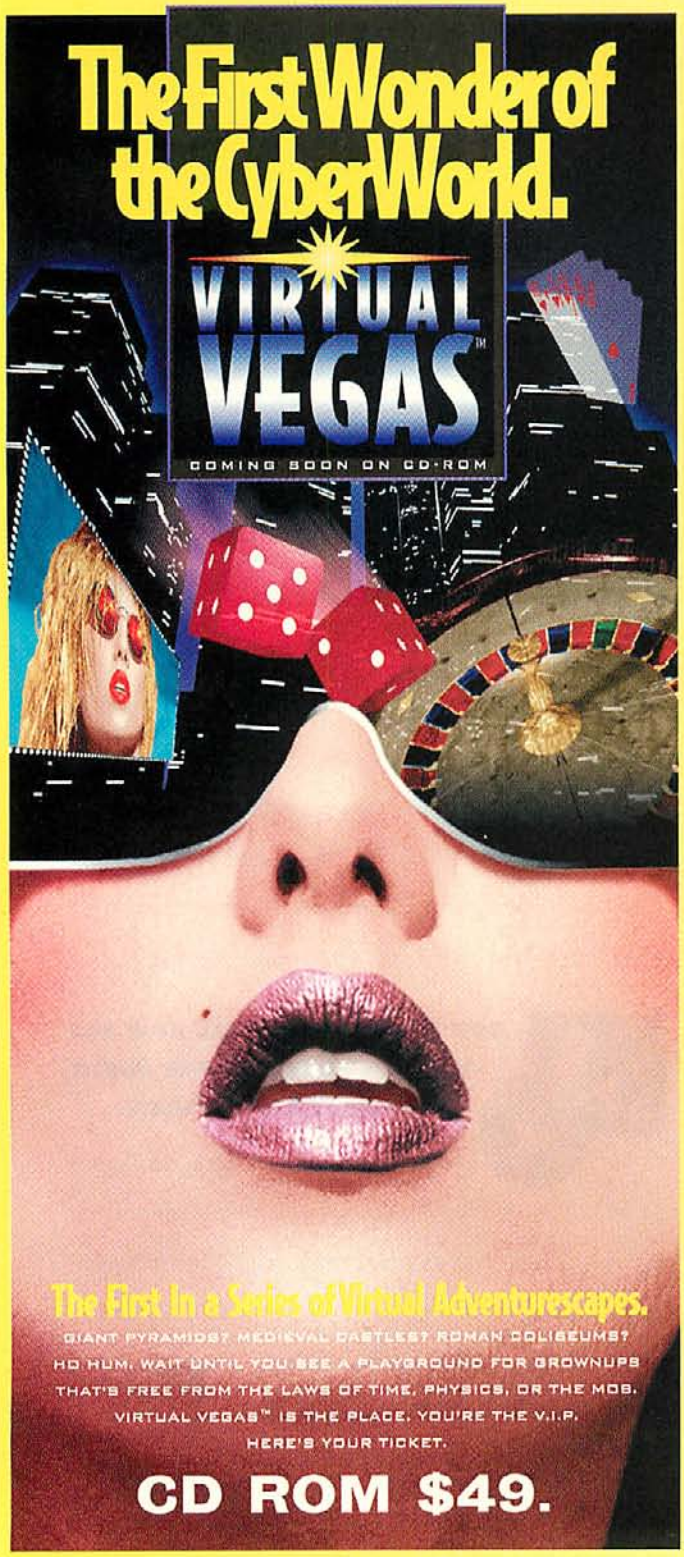
MISSION CONTROL

FREE SHIPPING!

ON ALL U.S. ORDERS OVER $50.
VIA UPS GROUND WITH COUPON.

(800) 999-7995

FEATURED PRODUCTS



PIXIS INTERACTIVE FEATURING: THE "TFUI" INTERFACE"



VIRTUAL VIXENS

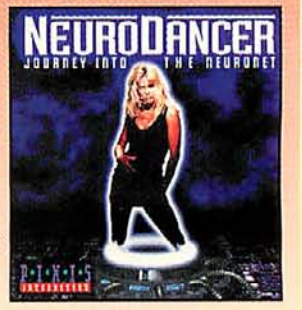
You must save your friend from the evil Crystal, who has imprisoned him in a VR Pleasure World. You must get past three beautiful women before you can reach Crystal, and solve the mystery of her strange, exotic existence. A Virtual Reality science fiction adventure with 3D animation and graphics combined with high quality live motion video and a virtual realistic interface.Requires: 486, SVGA, 4 MB free hard disk space, 8 MB Ram.

CD ROM **$69.**

NEURODANCER

Roam the NeuroNET by hacking into the forbidden worlds of dark mysteries, danger. Use your computer and VidFone to obtain enough credits to view the exotic Neurodancers who roam the computer networks in search of willing viewers. Featuring 3D animation, interactive game-play, and live motion video. Requires: 486, SVGA, 4 MB of Hard Disk, 8 Mb RAM.

CD ROM **$69.**



NEW MACHINE PRESENTS!



DREAM MACHINE

The most innovative CD ever! Navigate through a 3D world where your ultimate fantasies come alive. The Dream Machine's beautiful hostess will lead you on an interactive journey through your imagination. The only CD that adapts to your choices. As seen on Donahue, Joan Rivers and CNN.

CD ROM **$69.**

URUTSUKIDOJI

Is there any hope for humanity? Will the Legend of the Overfiend become reality? From the animation geniuses who created Space Cruiser Yamato, this is the astounding and controversial theatrical masterpiece which singlehandedly launched a whole new genre of Japanese animation. Definetely not for children.

CD ROM **$49.**



CALL US AND USE YOUR MC, VISA OR DISCOVER • 800-999-7995

CD ROM CENTRAL

GAMES

7th Guest 2 The 11th Hour	69
7th Guest	43
AD&D Al Genie's Curse	45
AD&D Dungeon Hack	40
AD&D Fantasy Empires	45
AD&D Ravenloft	54
Aegis Guardian of the Fleet	53
Air Warrior	29
Alone In the Dark	52
Armored Fist	45
Arthur's Teacher Trouble	40
Artic Baron	30
Astrology Source	52
Backroad Racer	35
Battlechess Enhanced	29
Betrayal at Krondor	29
Bible Library	39
Blood Net	50
Comanche	62
Critical Path	52
Daemonsgate	34
Dark Legions	40
Dark Sun Shattered Lands	54
DarkSeed	45
Dracula Unleashed	52
Dragon's Lair	42
Dragonsphere	54
Eye of Beholder 1,2,3	54
F15 Strike Eagle 3 OEM	23
Fatty Bear Birth Surprise	45
Fatty Bear's Fun Pack	30
Fingers for Windows	30
Flight Light Plus	32
Flight Sim Toolkit	57
Gabriel Knight	50
Global Explorer	89
Great Naval Battles 2	45
Great Naval Battles	54
Grollers Encyclopedia 6	79
Hell Cab	63
Inca 2	29
Inca	30
Interplay's Collection	47
Iron Helix	62
Just Grandma and Me	37
King's Quest 6	27
Labyrinth of Time	52
Lands of Lore	43
Lawnmower Man	43
Learn Fly Fishing	37
Lord of the Rings	47
Lost In Time	45
Man Enough	50
Mayo Clinic	43
Mayo Clinic Total Heart	40
Mechamander	47
MM2 Day of the Tentacle	30
Myst	52
Pacific Strike	52
Privateer	60
Putt Putt Goes to the Moon	47
Putt Putt Joins Parade	38
Rebel Assault	52
Return to Zork	28
Sam & Max	42
Scooter's Magic Castle	30
Scrabble Deluxe	35
Shadowcaster	47
Sim City	50
Small Blue Planet	49
Software Vault: Emerald	34
Software Vault: Games	34
Software Vault: Gold	34
Software Vault: Platinum	34
Software Vault: Windows	34
Space Hulk	45
Star Trek 25th	60
Street Atlas USA	68
Strike Commander	58
Syndicate	45
TFX	45
The Complete Ultima VII Bundle	45
The Horde	52
The Journeyman Project	47
The Tortoise & The Hare	40
Theme Park	52
Tony LaRussa 2	50
Ultima VIII Pagan	52
Under a Killing Moon	58
Who Shot Johnny Rock ?	42
Wing Commander & Ult 6	39
Wing Commander 2 Dlx	34
Wing Commander Dlx	34
WolfPack	38
World Circuit Grand Prix	45
World of Xeen	47
Wrath of the Gods	47

ADULT PHOTO CD

3D Darlings	44
3D DreamGirls	44
Adult Reference Library	39
Amateur Models 2	39
American Girls	39
Asian Ladies	44
Asian Palate	29
Bare Assets	69
Bodacious Beauties	44
Busty Babes 2	44
Combined Fantasies	44
Double Play 1	49
Ecstasy	44
Erotic Encounters	44
EroticCafe	39
Exotic Girls	39
Girls In Vivid 2	29
Girls of J. Stephen Hicks	29
Girls of Risque	44
High Volume Nudes	39
Hot Bodies	39
Hot Peppers	44
Northern Delights	44
More Northern Delights	44
Southern Beauties	44
Sweet Dreams Stills	39
Venus Model Search 93/94	44
Women on Wheels	44

INTERACTIVE

101 Sexual Positions	39
101 Sexual Postions 2	49
Adult Movie Almanac	69
Adventures of Seymore	59
Adventures of Seymore 2	69
Buttman's Euro Vacation	29
Cat and Mouse	29
Condo Cuties	39
Digital Dancing	39
Dirty Debutantes	59
Doors of Passion	39
Dream Machine	69
Hot Wire	59
Maddam's Family	49
Massive Melons	39
Night Watch	49
Nightwatch 2	69
Paradise Club	49
Pixis Adult Sampler	14
Scissors N Stones	49
Virgins	49
Virtual Vixens	79
Winner Take All	49

MOVIES

Amorous Asian Girls	59
Art Of Picking Up Girls	29
Baby's Got Butt	29
Best of Inferno	29
Best of Vivid	29
Betrayal	29
Bikini Beach	29
Blonde Justice	29
Busting Out	49
Cafe Flesh	29
College Girls	44
Coven	29
Deception	49
DirtyTalk	59
Erotica	39
Hidden Obsessions	29
House of Dreams	39
House of Sleeping Beauties	29
Insatiable	29
Kama Sutra	29
Legends of Porn II	29
Mask	29
Mystique of Orient	39
New Wave Hookers	29
New Wave Hookers II	29
Night Trips	29
Pinch of Pepper	49
Princess of Persia	39
Racquel Released	29
RainWomen	59
Secrets	29
Sex	29
Steamy Windows	29
Super Models Go Wild	49
The Barlow Affair	29
Traci I Love You	29
Wicked	39
Wicked Whispers	39

New Machine Adult Sampler $14.

IBM DISK GAMES

1942 Pacific Air War	52
Aces of the Deep	43
Aces Over Europe	43
Across the Rhine	47
AD&D Al Genie's Curse	45
AD&D Fantasy Empire	40
AD&D Ravenloft	50
Air Warrior	37
Alone in the Dark 2	37
Arborea II	32
Armored Fist	45
Beneath A Steel Sky	40
Betrayal at Krondor	43
BioForge	52
Buzz Aldrin's Race Space	19
Carriers at War 2	43
Champions	37
Cobra Mission	40
Comanche Bundle	45
Comanche Mission Disk 2	35
Corridor 7	30
Cyber GO	40
D-Day	47
Daemonsgate	34
Dark Legions	40
Dark Sun	52
Delta V	43
Detroit	42
Dragon Knight 3	43
Dragon Knight 3 Upgrade	5
Dragon's Lair 3 5.25	24
Elder Scrolls The Arena	43
Empire Deluxe Windows	37
F-18 Hornet	35
Falcon 3.0	50
Falcon 3.0 Mig 29	37
Fields of Glory	42
Fleet Defender F-14	50
Flight Light	22
Flight Light Plus	32
Flight Sim Toolkit	60
Formula One	27
Frontier Elite 2	40
Gabriel Knight	43
Goblins 3	27
Grandest Fleet	39
Great Naval Battles 2	47
Hannibal	32
Harpoon 2	45
Harpoon 2 #2 WESTPAC	30
Harpoon 2 Editor	30
High Command	47
Inca 2	22
Incredible Toons	25
Indy Car Pack 1:	25
Indy Car Pack 2	25
IndyCar Racing	42
Inherit the Earth	42
Isle of the Dead	27
Kasparov's Gambit	39
King Maker	37
King's Ransom	37
Kingdoms of Germany	37
Lands of Lore	37
Links 385 Castle Pines	22
Links 386 Pro	42
Links Course Belfry	22
Links Course Innisbrook	22
Links Course Pebble Beach	29
Master of Orion	45
MechWarrior 2	47
Mech Warrior 2 Disk 1	22
Metal and Lace	34
Metal and Lace Upgrade	6
Microsoft Flight Sim 5.0	49
MM 2 Day of Tentacle	40
New York Scenery Disk	34
NHL Hockey '94	43
Operation Crusader	47
Pacific Strike	50
Pacific Strike Speech Pk	22
Pacific Theatre of Ops	42
Paris Scenery Disk	34
Power Game Bundle 2	32
PowerPoker Windows	40
Privateer	52
Privateer Righteous Fire	25
Privateer Speech Pack	22
Quarterpole	29
Rally	40
Real Weather Pilot	27
Return to Zork	47
Sailing Simulator III VGA	49
San Francisco Scenery	27
Serf City Life is Feudal	40
Shadowcaster	35
Siege Walls of Rome	40
Sim City 2000	43
SimCity 2000 MD 1	18
Simon the Sorcerer	34
SSN-21 Seawolf	45
Star Reach	37
Star Trek Judgement	37
Star Trek Next Generation	37
Stonekeep	47
Strip Poker Professional	34
Strip Poker Disk 1-10 ea	20
Stronghold	40
Sub Wars 2050	38
Syndicate	37
Syndicate Revolt	25
System Shock	50
T2 Arcade Game	32
Terminator Rampage	43
TFX	54
The Dig	43
The Merchant Prince	40
Theme Park	40
Third Reich	37
Tie Fighter	43
Timeout Sports Baseball	27
Tower	43
Ultima VIII Pagan	49
Ultima VIII Speech Pack	22
Unlimited Adventures	37
V Victory 4: Gold Juno	43
Victory at Sea	45
Victory Pak	47
Warlords 2	43
Warlords II Scenario	37
Washington Scenery	34
WC 2 & Speech Pak	27
Wing Command Armada	40
Wings of Glory	50
WW II Battles Pacific	37
X Com	45
X-Wing	42
X-Wing Imperial Pursuit	22
X-Wing MD 2 B Wing	22

JOYSTICKS

ACM Game Card	35
Flight Control Pro	95
Flight Control System	69
Flight Stick	39
Flight Stick Pro	62
Formula T 1	125
G Force Yoke	59
Gamecard III Automatic	34
PC Gamepad	23
Rudder Pedals	115
Virtual Pilot	69
Weapons Control Mark 2	95

SOUNDCARDS

FX 16	99
Pro Audio Spectrum 16	189
Sound Blaster 16 ASP	199
Sound Blaster 16 SCSI	234
Sound Blaster Pro Deluxe	99
Sound Galaxy NX Pro 16	139
Sound Machine Sound Kit	79
UltraSound	129
Voice Blaster	69
Wave Blaster	183

Methods of Payment

We accept Visa, MC, Discover Card & Money orders. Personal checks allow 14 days to clear. School, State & City purchase orders accepted.

Shipping

UPS Ground ($5 minimum)/UPS Blue ($7 minimum); APO & FPO ($7 minimum); Overseas minimum $30 shipping (please fax orders) Send money orders or checks to:

MISSION CONTROL
7 Oak Place
Dept. CGW0894
Montclair, NJ 07042

Overseas & Military Orders given special attention!

FREE SHIPPING
On All US Orders over $50 via UPS Ground
Simply send in coupon with your order!
Offer expires 08/31/94

Summer Specials!



Harpoon 2
$40. each
Disciples of Steel



Get the facts via FaxBack...

Call 201.783.3374 from your fax machine. Receive information on new releases, Adult CD rom, specials, and more.

24 HOURS A DAY • 7 DAYS A WEEK

Our New Mission Control Communique is here! Order our color catalogue filled with New items, CD Rom, Adult CD Rom, Discount Coupons, Complete Listings and more! FREE with your order, otherwise send $2.00. (Outside of US and Canada send $5.00)



MISSION CONTROL

Circle Reader Service #93

INTERNATIONAL 201-783-3600 • FAX 201-783-3686

These Just In

Here are our quick takes on games that arrived just before press time. You can be sure that the more prominent titles will be given a full review in the next issue.

CASTLES: SIEGE & CONQUEST

Lest there be confusion in the ranks, this game is actually CASTLES II for the Macintosh, with the full-motion video of the DOS game rendered in Quicktime. Featuring film clips from Sergei Eisenstein's classic *Alexander Nevsky* and the BBC documentary *The Private Lives of Henry VIII*, the game is rich in the atmosphere of the period. Although much more of a wargame than the original CASTLES, there are plenty of castles to build and many administrative duties for a ruler to busy himself with. Diplomatic options vary with the personalities chosen for play, but all characters will nibble on such juicy tidbits as spies, saboteurs and black market trading. Crank up those siege engines, but beware—the computer opponent is a good one, and much guile will be needed to claim the throne. Mac, $59.95. Circle Reader Service # 1.



INTERPLAY PRODUCTIONS, INC., 17922 FITCH AVE., IRVINE, CA 92714, (714) 553-6655.

COMEDY CENTRAL—DATING & MATING

In yet another attempt to turn existing video content into a "multimedia" product, Time Warner has gathered various video vignettes related to life, love, passion and unrequited romance, and shoveled them onto a CD. Taken mostly from stand-up comedy routines, the 50-odd video clips are sorted into joke categories. Among the comedy talent are some heavyweights, the most prominent being Brett

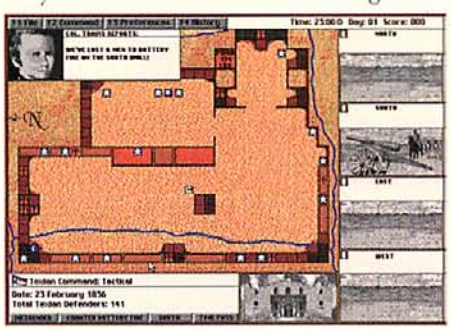


Butler in her pre-*Grace Under Fire* days. Other features include film clips from romantic comedies and a fun live-action screen saver. Although the material is well-packaged in multimedia wrappers, the fact that the comedy is "interactive" adds nothing to the experience, and you'd probably get more yucks for the bucks at a comedy club. IBM, Mac CD-ROM, $39.95. Circle Reader Service # 2.

TIME WARNER INTERACTIVE GROUP, 2210 OLIVE AVE., BURBANK CA, 91506, (800) 482-3766.

DEFEND THE ALAMO!

Subtitled *Victory or Death*, this is a quaint little strategy game reminiscent of the old **SPI** ALAMO board game from the 1980s. Don't be put off by the scant rule book; there's a lot of fighting for those gamers hankering to brandish their Bowie knives. Basically, your role is that of Colonel Travis, commander of the beleaguered Alamo garrison. You must send off messengers to enlist help from Goliad and other nearby towns, hoping to stave off defeat longer than the garrison did historically. The artwork blends well enough with

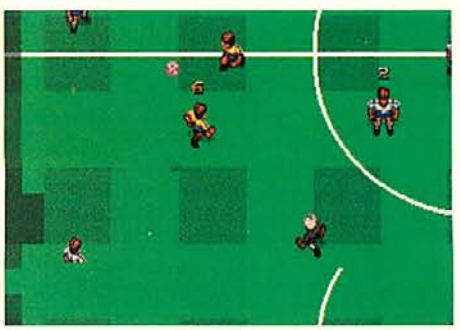


the digitized photos of charging and wounded Mexican soldiers to make you believe for a moment that you are watching a good Mexican War re-enactment. No arcade stuff here—this one demands sound tactics, including when to sortie, where to place cannon, and how to stop Santa Ana's massive forces before running out of precious gunpowder. Perhaps the biggest complaint to be levied against this game is that you can only play the Texan side, which is always a losing proposition. IBM, $29.95 (plus $3 S&H). Circle Reader Service # 3.

INCREDIBLE SIMULATIONS, INC., 7115 W. NORTH AVE., SUITE 187, OAK PARK, ILLINOIS 60302.

EMPIRE SOCCER 94

This UK import is the latest entry into the computer World Cup competition (for other choices, see the roundup in *CGW* #119). Although sporting better graphics than a typical cartridge game, the emphasis here is action, action, action. After a few



games using mouse or keyboard, your reflexes will eventually hone to the point where overhead kicks and sliding tackles become almost second nature. A modicum of managerial control keeps this game from being just another thumb exercise, but those expecting the soccer equivalent of EARL WEAVER BASEBALL are advised to look elsewhere. IBM, Amiga, $59.95. Circle Reader Service # 4.

EMPIRE SOFTWARE, #4 PROFESSIONAL DRIVE, SUITE 123, GAITHERSBURG MD, 20879, (301) 216-9706.

Multimedia Specialists

1-800-233-0010

Tech Support: (608) 233-8832

P.O. Box 55164
Madison, WI 53705-8964

Circle Reader Service #94

Visa & Master Card welcomed!

Hours: M-F 9am - 6pm
Sat. 9am - 1pm CST

CREATIVE
CREATIVE LABS, INC.

Game Blaster CD 16

The Game Blaster CD 16 multimedia upgrade kit features a Sound Blaster 16, a double speed CD-ROM drive, pair of speakers, high performance joystick, and an incredible software bundle including Rebel Assault, Return to Zork, Iron Helix, SIM City 2000, Civilization, Silent Service, F117A, Railroad Tycoon and more!

NEW! $375

CREATIVE
CREATIVE LABS, INC.

Digital Edge 3X

New from Creative Labs! Along with a triple speed CD-ROM drive, the new Digital Edge 3X features the Sound Blaster 16 SCSI-2 w/ASP, Groliers Multimedia Encyclopedia, Voice Assist, Text Assist, Digital Morph, Rebel Assault, Indy 500, The Simulation, and much more!

Triple Speed! $675

NEC
MultiSpin 3Xi



Power users, this is your CD-ROM drive! Lightning fast internal triple speed drive with 195ms access time, 450KB/sec transfer rate, and a continuous-flow 256KB cache. Exceeds MPC level 2 specifications, and is PhotoCD Multisession, and QuickTime compliant. Switchable SCSI-1/SCSI-2 interface.

New Price! $429

CHINON
CDS535 Double Speed CDROM drive



With an access time of 250ms, and a double speed data transfer rate of 300KB/sec and a 256KB buffer, the CDS-535 is one of the fastest drives around! PC Magazine Editor's Choice!

Complete Kit: $332

CD-ROM Super Buys!

Sony Media Magic Kit $165!

This multimedia kit is complete with a Sony CDU33A double speed CD-ROM drive, 8-bit interface card, installation software and cables. Everything you need to get started in multimedia is included. Each kit comes with two free CDs including demos of the most popular business and entertainment software!

Mitsumi dbl spd FX001D $155!

The 250ms, 350KB/sec Mitsumi double-speed blows away other CD-ROM drives costing twice as much! The Mitsumi comes complete with a 16-bit interface card, installation software and cables to connect!

MULTIMEDIA HARDWARE

MM UPGRADE KITS

Game Blaster CD 16	375
Edutainment CD 16	324
Digital Edge 3X (NEW!)	675
Creative Omni CD int.	195
MV Reno (NEW!)	275
MV 2000 Family kit	349
MV 3000 Super kit	399
MV 4000 Premium kit	499
MV 5000 Pro kit	695
ReelMagic Upgd. kit	619
Reveal DC230 Hm Ofc kit	249
Reveal DC240 Educ. kit	249
Reveal DC250 Ent. kit	249
Reveal DC260 Edut. kit	259
ThunderMedia kit	239
Sony Media Magic kit	169

CD-ROM DRIVES

Aztech CDA268-01A w/kit	149
Chinon CDS 535 internal	332
Chinon CDS 535 int. w/kit	332
Chinon CDX 535 external	424
Chinon CDX 535 ext. w/kit	449
Creative Omni CD int.	195
MicroSols. Backpack dbl spd	327
Mitsumi FX001D dbl spd w/kit	155
NEC Multispin 3Xi internal	429
NEC Multispin 3Xe external	539
NEC Multispin 3Xp portable	399
NEC Multispin 4X Pro (NEW)	919
Plextor DM3028 internal	265
Plextor DM3028 int. w/kit	319
Plextor DM5028 external	379
Plextor DM5018 ext. w/kit	429
Plextor QUAD Speed	call
Toshiba 3401B internal	319
Toshiba 3401E external	448
Sony CDU-33A bare drive	165
Sony CDU 33A w/kit & 2 CDs	165
Sony CDU-561-01 int.	259
Sony CDU-7811-10 ext.	489

SOUND CARDS

Audio Magician Plus	49
Gravis Ultrasound	126
Gravis Ultrasound	126
Gravis Ultrasound MAX	184
MV Pro Audio Studio 16	149
MV Pro Audio Spectrum 16	119
MV Pro Audio Spect 16 basic	95
MV Pro Audio Power Pak	59
MV Pro 3-D Korg	265
MV Premium 3-D SCSI-2	149
MV Premium 3-D MultiCD	149
MV Deluxe MultiCD	call
MV Pro Wavetable Upgd	call
Sound Blaster Deluxe	55
Sound Blaster Pro Deluxe	79
Sound Blaster Pro Value Ed.	79
Sound Blaster 16 Basic	99
Sound Blaster 16 Value Ed.	105
Sound Blaster 16	135
Sound Blaster 16 MultiCD	135
Sound Blaster 16 MultiCD/ASP	172
Sound Blaster SCSI-2	172
Sound Blaster SCSI-2/ASP	199
ASP upgrade chip	52
Wave Blaster Option	172

VIDEO CAPTURE/OUTPUT

ADS Game Zapper	104
Video Blaster SE	239
Video Spigot for Windows	199
Pro Movie Spectrum	129
Sigma Designs ReelMagic	364
Reel Magic Lite (NEW!)	287

Call for speakers, SCSI controllers, more!

CD-ROM TITLES

We only sell CD-ROM!

1942 The Pacific Air War	call
7th Guest	43
7th Guest 2:11th Hour	53
7th Guest/Dune	47
Aegis: Guardian of Fleet	48
Air Warrior	39
Al-Qadim	41
Alone in the Dark	44
Americana MPEG	call
Animal Kingdom MPEG	call
Arthur's Teacher Trouble	36
Armored Fist	41
B17 Flying Fort. w/SS2	32
Backroad Racers	24
Battle Isle II	39
Beneath a Steel Sky	39
BioForge	call
Blue Force: Next of Kin	37
Buzz Aldrin's Race Space	55
C.I.T.Y. 2000	31
Campaign	32
Capitol Hill MPC	26
Castles II	46
CD-ROMIX! Freex	14
CD-ROMIX! Hardcase	14
CD-ROMIX! Prime	14
Challenge CD Pack	26
Chaos Continuum, The	40
Chessmaster 4000	call
Commanche w/Mis. 1&2	57
Companions of Xanth	36
Compton's Int Encyc. MPEG	114
Conq Robin Hood WIN	39
Conspiracy	41
Critical Path	44
Curse of Enchantia	21
CyberRace	36
Daemonsgate	29
Darksun	47
Dark Legions	41
Dark Seed	37
Day of the Tentacle/M.M. II	37
Dracula Unleashed	45
Dragon's Lair	33
Dragon's Lair MPEG	36
Dragonsphere	47
Dune/7th Guest Bundle	47
Dungeon Hack	36
Empire Dlx Scenario Dsk	19
Encarta Encyclopedia '94	65
ESPN Baseball Tonite	43
ESPN Sun. Nite Football NFL	39
European Racers	35
Eye of Beholder Trilogy	49
Eye of the Beholder 3	46
F117&F15 Senario Disk	44
FA 18 Hornet	54
F15 Strike Eagle 3	44
Family Doctor 3rd Edition	45
Fantasy Empires	37
Frontier Elite II	34
Gabriel Knight	43
Gateway 2	32
Geekwad Games of the Galaxy	25
Gettysburg	39
Great Naval Battles I	49
Great Naval Battles II	41
Gunship 2000 w/Scenario	35
Guy Spy	26
Harrier Assault SVGA	39
Harvester	49
Hell Cab v1.1	46
High Command	48
Horde, The	49
Horde, The MPEG	34
Humans, The	23
Inca	37
Inca 2	36
Indiana Jones Fate of Atlantis	37
Inherit the Earth	24
Interplay's 10 Year Anthology	45
Iron Helix	54
Jet Pack	43
Jones In the Fast Lane	36
Journeyman Project	42
Jump Raven	41
Jurassic Park	45
Just Grandma & Me	32
Jutland	46
King's Quest V	40
King's Quest VI	42
King's Quest VI Upgd	22
King's Ransom	33
Labyrinth of Time	45
Lands of Lore	39
Laura Bow 2	36
Lawnmower Man	37
Legend of Kyrandia	33
Lesuire Suit Larry 6	48
Lightning CD	39
Loom	38
Lord of the Rings	42
Lord of the Rings MPEG	call
Lost in Time	37
Lost Treasures of Infocom	31
Lost Treasures Infocom II	35
Lunicus	39
Mad Dog McCree	28
Man Enough	43
Man Enough MPEG	call
Mantis Exp Fighter	42
Mavis Teaches Typing	45
Matinee MPEG	call
Mayo Clinic: Family Health	37
Mayo Clinic: Total Heart	35
Mech Warrior II	45
Mechamander	43
Mega Race	32
Microcosm	48
Microsoft Golf for Windows	39
MPC Wizard 2.0	12
MPC Wizard 2.0 MPEG	32
Myst MPC	47
Meurodancer	43
Neurodancer MPEG	36
Newsweek Interactive #1	42
Newsweek Interactive #2	41
New York MPEG	45
Oh No More Lmngs Dual Pk	call
Outpost	32
Patrician	46
PC Globe Maps & Facts	40
Pinball Arcade	42
Police Qst 4:Open Seas	22
Police Quest 4 MPEG	33
Protostar, War Frontier	45
Privateer	call
Quantum Gate	39
Quicken CDROM	36
Ravenloft	37
Rebel Assault	64
Return of the Phantom	48
Return to Zork	39
Return to Zork MPEG	38
Ringworld, Revenge Pat.	call
Rodney CD-ROM	37
Romagain	31
Romaterial v1.0	35
Sam & Max Hit the Road	39
Scrabble Deluxe	28
Secret of Monkey Island II	43
Secret Weapons of Luftwaffe	call
Seven Days in August MPC	42
Sh. Holmes Con Det 3	45
SimAnt Enhanced	call
Shadowcaster	37
SimCity Enhanced	35
SimCity 2000	45
Sound Track MPEG	43
Space Ace MPEG	32
Space Quest 4	call
Space Shuttle MPC	48
Spear of Destiny	39
Spirit of Excalibur	12
Sporting News MPEG	32
Sports Illus Almanac MPC	call
Sporting News Pro Football	38
Star Trek 25th Anniv	24
Star Trek Next Gen	51
Star Wars Chess MPC	54
Stellar 7	35
Street Atlas 2.0 USA WIN	39
Strike Commander/Tactical	39
Stronghold	89
Syndicate Plus	51
System Shock	35
T2 Chesswars	41
Theme Park	53
TFX	26
Tony LaRussa BB 2	47
Total Baseball 1994 Edition	47
Total Distortion	45
U.S. Atlas 4.0	call
Ultima Under. 1 & 2	32
Ultima VIII w/Speech Pack	53
Under a Killing Moon	49
Under a Killing Mn MPEG	51
Video Cube	call
Video Cube Space MPEG	42
Video Cube:Sports	32
Video Game Solution CD	42
Who killed Sam Rupert	22
Who Shot Johnny Rock	20
Wing Commander I Deluxe	36
Wing Commander II/Ult UW	34
Wing Commander II Complete	53
Wing Commander/Ultima VI	34
Wing Commander III	34
Wolf Pack	call
World Atlas MPEG	37
World of Xeen	call
World Circuit Gran Prix	38
World View MPEG	35
Wrath of the Demon	call
Wrath of the Gods	26
	42

No surcharge on credit cards. CODs accepted with $6 charge. Software shipping $5/order, Canada $8/order, hardware shipping is 5%. Canada is 6%. Personal and company

FULL COUNT BASEBALL 6.0

The fastball pitcher of sports simulation, Lance Haffner, has once again refined his baseball game, and—hold on to your VGA monitor—he has included graphics this time around. While retaining its easy-to-learn game system, the latest version in-

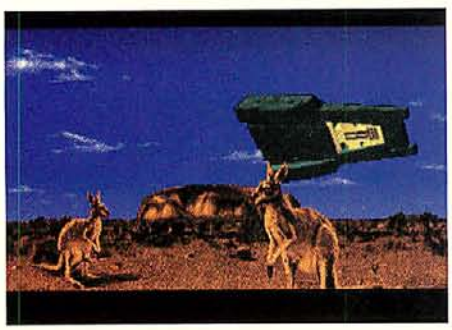


cludes enhanced modeling for fielding range, better computer managers, and ratings for some 70 different ballparks. Sparky Anderson wannabes may input their own players via a three-dozen part checklist. Auto-schedules, middle relief pitchers, defensive replacements in the bottom of the ninth, it's all here...though the digital hotdogs could use some relish. IBM, $39.95. Circle Reader Service # 5.

LANCE HAFFNER GAMES, P.O. BOX 100594, NASHVILLE TN, 37224, (615) 366-8088.

INCA II

Erich von Daniken would feel right at home in this bizarre universe where the ancient Incas fly starships throughout the galaxy. Part puzzle game, part adventure, with a lot of high-velocity space combat action, this French game at times will appeal to all genre aficionados, at most other times to no one. The schizophrenic gameplay is aggravated by the voice acting, which is so bad in spots that you have to



think it's a joke. Beautiful artwork, good action sequences, and a solid soundtrack may be enough for fans of the first INCA, but other potential gaming anthropologists are advised to excavate carefully before putting this title in their museum. IBM, $34.95. Circle Reader Service # 6.

SIERRA ON-LINE, P.O. BOX 978, OAKHURST CA, 93644, (800) 757-7707.

HARPOON II

This *magnum opus* of modern naval warfare has sailed in vapor land so long, we expected it to emerge laden with seaweed. No one seriously doubted project leader Carl Norman's sincerity, but the big surprise is that the long wait has significantly helped the product, despite the complications surrounding its difficult birth. One of the designers' intentions was to create a DOS environment that would run like Windows, without the time lag—and generally, they have succeeded. The game is complex, even intimidating, but the new toolbar interface and thorough manual, combined with solid tutorials, should make admirals out of landlubbers in no time. Those concerned about the slippage of our

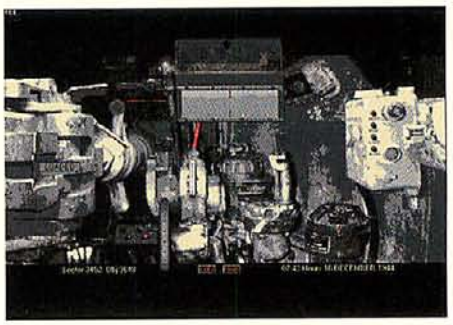


old nemesis, the Soviet Union, should rest easy, as the designers have devised a number of new villians and clever scenarios for endless naval war delights. **360 Pacific** has finally launched a full spread of ship-to-ship missiles with this release. IBM, $69.95. Circle Reader Service # 7.

THREE-SIXTY PACIFIC INC., 2402 BROADMOOR AVE. C-101, BRYAN TX, 77802.

M4 SHERMAN TANK SIMULATOR

Dubbed by *CGW*'s Alan Emrich as a "simulator lite" when first released for the Macintosh, this game allows tank enthusiasts to button down in Windows comfort. Although you view the WWII battlefield through the eyes of the driver, gunner and commander, the game is played largely through audio input using the official "Deadly Games headphones" that are included. Radio messages are appropriately static-filled, and conversations with the

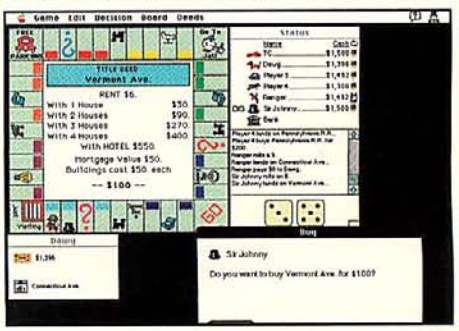


crew are in natural G.I. jargon. Similar to Rene Vidmer's other designs, U-BOAT and BOMBER, this game is best played in seclusion; too many interruptions will find you missing important messages, and looking down the business end of an '88. Don't be fooled by the plain brown packaging, because M4 has a lot of wear in its treads for the gamer who doesn't need a complex simulation. Windows, $44.95. Circle Reader Service # 8.

DEADLY GAMES, 312 E 23, NY, NY 10010, (212) 475-2377.

MONOPOLY

MONOPOLY is less a game, it seems, than an American institution. How many other board games keep normal families up until the wee hours, haggling over the relative worth of a railroad deed? Luck-dependent and patterned, the game's great success stems largely from its simplicity, which has been largely captured in this painstakingly faithful version. The interface uses color and familiar MONOPOLY icons in such a way that anyone will feel right at home. While the AI is OK, the best thing about this product it that it allows you to play more home-brewed versions of MONOPOLY—



since virtually no one plays the game with the rules as written. By all means, do not pass GO, don't expect to collect $200, but *do* expect to stroll right to Boardwalk with this title. Mac, $29.95. Circle Reader Service # 9.

INTERPLAY PRODUCTIONS, INC., 17922 FITCH AVE., IRVINE, CA 92714, (714) 553-6655.

SEAWORTHY

Some salty old simulators have set sail again, thanks to the nostalgic admirals at Alliance Interactive. PT BOAT sports the famous quote by JFK, along with a reproduction of a comic-style US Navy Issue *Know Your PT Boat*, to go along with the instruction manual. Nonetheless, the play sometimes seems as shallow as the waters in which PTs often operated. SUB BATTLE SIMULATOR, on the other hand, won several awards in its initial release, and is certainly a better simulator than some submarine

WE HAVE OVER 2,000 TITLES call for more!

USED IBM GAMES

COMPLETE & VIRUS FREE; WITH THE ORIGINAL BOX, DOCUMENTATION AND DISKS

688 ATTACK SUB	8
7TH GUEST-CD ROM	32
A-TRAIN	19
A-TRAIN CONST SET	9
A.T.A.C.	15
A10 TANK KILLER VER 1.5	14
ABC MON. NIGHT FOOTBALL	5
ACES OF THE PACIFIC	21
ACES OF THE PAC-MISSION	13
ACES OVER EUROPE	29
ADV OF WILLIE BEAMISH	16
AIR DUEL	21
AIR WARRIOR SVGA	23
ALL AMERICAN COLLEGE FB	9
ALONE IN THE DARK	19
ALONE IN THE DARK-CD ROM	34
ALONE IN THE DARK 2	28
ALTERED DESTINY	16
AMAZON	6
AMERICAN GLADIATORS	10
ANCIENT ART OF WAR-SEA	8
ANCIENT ART OF WAR-SKY	9
ARCHON ULTRA	29
ARENA:ELDER SCROLLS	32
ASHES OF EMPIRE	26
B.A.T.	4
B17 FLYING FORTRESS	15
BALANCE OF THE PLANET	9
BATTLE CHESS-WIN	14
BATTLE CHESS 4000	18
BATTLEHAWKS 1942	5
BATTLES OF DESTINY	16
BETRAYAL AT KRONDOR	29
BICYCLE POKER	14
BIRDS OF PREY	19
BLOODWYCH	7
BLUE FORCE: NEXT OF KIN	25
BO JACKSON BASEBALL	5
BRAIN BLASTER	6
BUZZ ALDRIN RACE SPACE	28
CARRIER COMMAND	5
CARRIERS AT WAR 2	32
CASTLE OF DR BRAI-VGA	17
CASTLES	9
CASTLES 2	19
CENTURION DEF. ROME	5
CHALLENGE OF 5 REALMS	16
CHAMBER SCI MUTANT P	12
CLASH OF STEEL	29
COASTER	9
CODE NAME: ICE MAN	5
COHORT 2	15
COMMAND HQ	6
COMPANION OF XANTH	27
CONFLICT	4
CONQUERED KINGDOMS	25
CONQUESTS OF CAMELOT	5
CONQUESTS OF LONGBOW	9
CORPORATION	5
COVERT ACTION	5
CRIME CITY	13
CRIME WAVE	9
CRISIS IN THE KREMLIN	11
CRITICAL PATH - CD ROM	28
CURSE OF AZURE BONDS	9
CURSE OF ENCHANTIA	21
CYBER RACE	22
CYBER SPACE-CD ROM	32
D-GENERATION	15
DAEMONSGATE	23
DAEMONSGATE-CD ROM	22
DAGGER OF AMON RA	18
DARK CENTURY	18
DARKLANDS	9
DAY OF THE TENTACLE	26
DAY OF THE TENT.-CD ROM	29
DAY OF THE VIPER	7
DUNE	9
DUNE 2	28
DUNGEON HACK	29
EARTHRISE	4
ECOQUEST-VGA	15
EL FISH	23
ELITE PLUS	6
EYE OF BEHOLDER 3-CD ROM	32
EYE OF THE BEHOLDER	9
EYE OF THE BEHOLDER 2	15
F-117A STEALTH FIGHTER	14
F15 STRIKE EAGLE 2	9
F15 STRIKE EAGLE 3	24
F19 STALTH FIGHTER	6
FALCON 3.0	28
FALCON 3.0 -FIGHTING TIGER	16
FALCON AT	9
FLAMES OF FREEDOM	6
FOUR CRTYS OF TRAZERE	9
FREDDY PHARKAS FRONTIER	19
FRONT PAGE FOOTBALL	12
FRONT PAGE FOOTBALL PRO	29
FUTURE WARS	5
GATEWAY	11
GATEWAY 2 - CD ROM	22
GATEWAY 2: HOMEWORLD	24
GEEKWAD - CD	21
GLOBAL CONQUEST	9
GLOBAL DOMINATION	24
GOBLIINS 1 - VGA	9
GODFATHER	9
GOLD RUSH	8
GRAIL QUEST	9
GREENS	22
GUNSHIP 2000 -VGA	17
GUNSHIP 2000 VGA-CD ROM	24
GUY SPY	10
HAND OF FATE	21
HARDBALL 3	16
HARDBALL 3 PLAYERS DISK	6
HBALL 3: DIAMOND COLL	29
HARPOON	7
HARRIER ASSAULT	19
HEART OF CHINA - VGA	9
HEIMDALL	4
HEIRS TO THE THRONE	21
HELL CAB - WIN - CD ROM	29
HEROES OF THE 357TH	11
HIRED GUNS	18
HOUND OF SHADOW	8
HOVERFORCE	16
INCA	14
INCA - CD	15
INDY JONES FATE OF ATLAN	19
IRON HELIX - CD ROM	32
JACK NICKLAUS GREATEST	15
JACK NICKLAUS SIGNATURE	19
JACK NICKLAUS UNLIM GOLF	13
JAMES BOND STEALTH A	7
JETFIGHTER 2.0	22
JIM CONNORS PRO TENNIS	13
JOE MONTANA FOOTBALL	12
JOURNEYMN PRJCT-CD ROM	26
KASPAROV'S GAMBIT	29
KGB	11
KILLING CLOUD	4
KING'S QUEST 4 - EGA	13
KING'S QUEST 5 - VGA	15
KING'S QUEST 6 - CD ROM	15
KING'S QUEST 6 - VGA	15
KINGDOMS OF GERMANY	26
KNIGHTS OF THE SKY	12
LABRYRTH OF TIME-CD ROM	29
LAFFER UTILITIES	12
LANDS OF LORE	22
LASER SQUAD	7
LAST DINO EGG - CD ROM	24
LEGACY: REALM OF TERROR	24
LEGEND OF FAERGHAIL	12
LEGEND OF KYRANDIA	15
LEG. OF KYRANDIA-CD ROM	24
LEISURE SUIT LARRY 5	19
LETHAL TENDER	9
LEXICROSS	9
LIGHTSPEED	4
LINE IN THE SAND	9
LINKS GOLF	16
LOOM	9
LOOM - CD ROM	18
LOST ADMIRAL	13
LOST FILES SHER HOLMES	19
LOST IN TIME	16
LOST IN TIME	14
LOST IN TIME - CD	15
MADDEN FOOTBALL 1	5
MADDEN FOOTBALL 2	12
MAELSTROM	19
MAGIC CANDLE 2	5
MAGIC CANDLE 3	5
MAN ENOUGH - CD ROM	19
MANHOLE - CD ROM	23
MANHUNTER SF	5
MANTIS EXP. FIGHTER -VGA	11
MARIO ANDRETTI RACING	11
MARTIAN DREAMS	10
MARTIAN MEMORANDUM	13
MASTER OF ORION	34
MAX. OKL OVER THE EDGE	17
MAXIMUM OVERKILL	27
MAX. OVERKILL MISSION 1	12
MEAN STREETS	5
MEGATRAVELLER 1	4
MEGATRAVELLER 2	7
METAL & LACE	23
MICHAEL JORDAN FLT SIM	14
MICROSOFT ARCADE - WIN	15
MIDWINTER	5
MIG-29 FULCRUM	14
MIGHT & MAGIC 4 CLOUDS	25
MIGHT & MAGIC 5 DARKSIDE	29
MIT &MAG:WORLD-CD ROM	39
MIKE DITKA FOOTBALL	7
MIXED UP FAIRY TALES	16
ML FOOTBALL 2	8
MONKEY ISLAND - CD ROM	22
MONOPLY DELUXE	19
MONOPOLY	8
MONOPOLY DELUXE - WIN	19
MORPHMAN - CD ROM	21
NASCAR CHALLENGE	16
NFL 94 FOOTBALL	19
NFL COACHES CLUB	25
NFL FOOTBALL	5
NFL PRO LEAGUE FB '93	12
NFL PRO LEAGUE FB 91	5
NFL PRO LEAGUE FB 92	9
NFL VIDEO FOOTBALL	10
NHL HOCKEY	29
NIGHTSHIFT	9
NO GREATER GLORY	18
NOBUNGA'S AMBITION	12
NOVA 9- VGA	8
OBITUS	9
OUT OF THIS WORLD	16
OVERLORD	6
PACIFIC ISLANDS	17
PATRIOT	8
PATTON STRIKES BACK	7
PERFECT GENERAL	19
PERFECT GENERAL SCEN	8
PERFECT GENERAL TRIL	32
PLANET'S EDGE	12
PLAYMAKER FOOTBALL	6
POLICE QUEST 3 - VGA	16
POOL OF RADIANCE	9
POWERMONGER	12
PRO LEAGUE FB '93	19
PRO TENNIS	10
PROPHECY OF THE SHADOW	4
QUARTERPOLE	16
QUEST FOR GLORY 4	29
RAILROAD TYCOON	11
RAVENLOFT	34
REALMS	7
REALMS OF ARKANIA	18
REBEL ASSAULT - CD ROM	35
RED BARON -VGA	15
RED BARON MIS BUILDER	12
RED CRYSTAL	21
RED STORM RISING	6
RET OF PHANTOM-CD ROM	29
RETURN OF THE PHANTOM	14
RETURN TO ZORK	29
RETURN TO ZORK - CD ROM	35
REX NEBULAR COS GEN BEN	19
RING WORLD	19
RISE OF THE DRAGON-VGA	15
ROAD TO THE FINAL FOUR	19
ROBOSPORT - WIN	21
ROME PATHWAY TO POWER	19
SARGON 4	5
SAVAGE EMPIRE	14
SCRABBLE	9
SEAL TEAM	28
SECRET OF SILVER BLADES	5
SECRET WEAPONS-ADD ONS	8
SECRET WEAP LUFT-CD ROM	16
SECRET WEAP LUFTWAFFE	19
SENTINAL WORLDS 1	3
SEVEN CITIES OF GOLD	22
SHADOW CASTER	17
SHADOW OF YSERBIUS	19
SHADOW SORCERER	6
SHADOWGATE - WIN	19
SHADOWLANDS	13
SHERLOCK HOLMES-CD ROM	22
SHUTTLE	12
SILENT SERVICE 2	9
SIM ANT	16
SIM CITY	17
SIM CITY 2000	29
SIM CITY TERRAIN	10
SIM EARTH	13
SIM LIFE - WIN	22
SIPHEED	6
SKATE OR DIE	3
SORCERIAN	6
SPACE QUEST 1 - VGA	10
SPACE QUEST 4 - CD ROM	22
SPACE QUEST 4 - VGA	15
SPACE QUEST 5 - VGA	19
SPACEWRECKED	9
SPEAR OF DESTINY	23
SPECIAL FORCES	18
SPELLCASTING 101	13
SPELLCASTING 201	19
SPELLCASTING 301	24
SPELLCASTING PRTY PK-CD	29
SPELLCRFT:ASPECT OF VAL	15
SPELLJAMMER:PIRATES	13
STAR TREK 25TH ANN.	15
STAR TREK: JUDGEMENT	22
STAR WARS CHESS	24
STELLAR 7	9
STORMOVIK	6
STRATEGO	19
STREET FIGHTER 2	22
STRIKE ACES	9
STRIKE COMMANDER	24
STRIKE COM SPEECH	5
STRIKE SQUAD	21
STRONGHOLD	24
STUNT DRIVER	10
STUNT ISLAND	16
STUNTS	10
SUBWAR 2050	24
SUMMONING	9
SUPER TETRIS	17
SWORD OF THE SAMURAI	8
SYNDICATE	18
TAKE-A-BRK CROSSWORDS	14
TANGLED TALES	9
TANK	13
TEGEL'S MERCENARIES	5
TERMINATOR	9
TERMINATOR 2: CHESS	29
TERMINATOR 2029	19
TERMINATOR 2029: OPER	16
TERMINATOR: RAMPAGE	21
TEST DRIVE 3	19
TETRIS	10
THE PROPHECY	10
THEIR FINEST HOUR	9
THEIR FINEST HOUR	12
THIRD COURIER	4
THUNDERSTRIKE	9
TINIES	8
TOM LANDRY FOOTBALL	11
TONY LARUSSA 2 AL/NL	8
TONY LARUSSA 2 FANT	9
TONY LARUSSA ULT BB	5
TONY LARUUSA 2 '92	6
TORNADO	28
TREASURES SAV FRONTIER	9
TV SPORTS FOOTBALL	8
TWILIGHT 2000 -VGA	16
ULTIMA 5-WARRIORS DES	16
ULTIMA 6 -FALSE PROPHET	11
ULTIMA 7 -BLACK GATE	26
ULTIMA 7 FORGE OF VIRTUE	10
ULTIMA 7.5 SERPENT ISLE	27
ULTIMA 8 SPEECH PACK	10
ULTIMA 8: PAGAN - CD ROM	39
ULTIMA 8:PAGON	38
ULTIMA UNDERWORLD 1	16
ULTIMA UNDERWORLD 2	28
ULTRABOTS	21
UMS 2	5
UMS 2: DESERT STORM	5
UMS 2: PLANET EDITOR	5
UNNECESSARY ROUGHNESS	29
V VICTORY: UTAH BEACH	9
V VICTORY: VELIKIYE L	9
VAXINE	9
VEIL OF DARKNESS	16
VENGEANCE OF EXCALIBUR	5
VETTE	9
VISIONS OF AFTERMATH	7
WALLS OF ROME	21
WAYNE GRETZKY HOCKEY	9
WEAVER BASEBALL 2	5
WELLTRIS	10
WHEN TWO WORLDS WAR	23
WHERE IN WLD DLX-CD ROM	29
WING COM/ULT 6-CD ROM	19
WING COMMANDER 1	9
WING COM 1 DELUXE	18
WING COMMANDER 2	18
WING COM 2 OP 1 OR 2	15
WING COM 2 SPEECH	5
WING COM ACADEMY	18
WING COM MISS 1 OR 2	5
WIZARDRY 6-COSMIC FORGE	12
WIZARDRY 7-CRUSADERS	22
WONDERLAND	8
WORLD CIRCUIT	21
WORLD TOUR TENNIS	13
WORLD WAR 2: BATTLES	19
WW2: AIR FORCE COMMA	21
X-WING	29
YEAGER'S ADV FLIGHT	4

GAMER'S GOLD

WE PAY CASH FOR USED GAMES

We want your current used games

1-800-377-8578

call for authorization before shipping or
FAX list for current quotes to 605-334-8766

In Canada, call 605-339-2060

WE SELL USED GAMES

All games are tested & IBM disks virus checked

games are in original box with original documentation

Call for current title availibility



WE ACCEPT ONLY
VISA/MasterCard/Discover
Money Orders/Cashiers Check



Most items shipped same day. $5 UPS/$9 2nd Day Air

call for information on Canadian shipments

GAMER'S GOLD • 1008 W. 41st Street • Sioux Falls • South Dakota • 57105

WE'RE BUYING!

WE NEED GAMES!

IBM GAMES

Got Something To Sell?

Follow these Easy Steps

1. Prepare a list of the games you are selling. Call, fax, or mail your list to ***GAMER'S GOLD***.

2. ***GAMER'S GOLD*** will quote the current buying prices & issue an authorization number for your shipment. Games will not be accepted without an authorization no. Price quotes are good for 14 days.

3. Pack games in box. Write authorization no. clearly on outside of box. Mail to ***GAMER'S GOLD***. Save your authorization no. We can't answer questions about your shipment without your number!

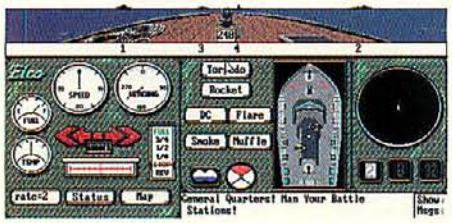
4. If you would like to use your money or credit to purchase games, include a "wish list" of titles you are interested in.

5. Your check will usually be mailed within 10-14 working days of receiving your games. Some "wish list" game credits may take slightly longer to fill.

Games will be checked for viruses & completeness. Games must be complete with all disks, printed materials, & in original box. Incomplete games will be returned at your expense.

Prices & availability subject to change. Call Toll Free for current titles and those not listed–we've got lots more! All Used Games are complete & virus free with original box, documentation & disks. System compatibility is not guaranteed. All sales are final–defective games replaced with same title. Free shipping (Regular Ground) in the continental USA on orders over $150.

we Buy & SELL



games of the past year. While the two games have been re-released separately on disk, this version is the better buy, especially as it includes the fun little P-51 MUSTANG as a secret bonus. The big question is whether VGA drivers and CD convenience are enough reason to dive into a 7-year old design, especially when the graphics are straight out of the old C-64 days. IBM CD-ROM, $29.99. Circle Reader Service # 10.

ALLIANCE INTERACTIVE SOFTWARE, 1895 N. PINE ISLAND ROAD #103, PLANTATION, FL, 33322, (305) 423-4289.

SHANGHAI II: DRAGON'S EYE

Perhaps it is the winds of CHICAGO or Windows NT blowing on the industry, but the number of Windows conversions has definitely increased. This offshoot of Mah-Jongg has tiles painted to represent different years in the Chinese calendar, making a worthy gift for those born in the Year of the Bear. In addition to the usual puzzle-style game, there is a competitive two-player contest, where one player tries to build a



"dragon" of tiles, while the opponent tries to slay the dragon by removing tiles. Simple in concept yet quite challenging, the eight different tile sets alone offer enough variety to keep this on the hard drive, at least until the next Year of the Dragon comes around. Windows, $39.95. Circle Reader Service # 11.

ACTIVISION, P.O. BOX 67713, LOS ANGELES CA, 90067, (800) 477-3650.

WARGAME CONSTRUCTION SET II: TANKS

Even if Norm Koger hasn't been designing games since the Battle of the Marne, it



still seems as though he's been around quite a while. His latest creation allows you to return to the days when tanks were overblown machine guns with treads, following them through a gangly armored adolescence, up to the fast and deadly masters of the battlefield that they are today. As the title implies, this product is tailor-made for designing your own scenarios, where not only tanks, but helicopters, cavalry, infantry and even *bicycle* units are available. Although the turret here points more toward "game" than exacting historical analysis, most wargamers will find plenty to keep them occupied, especially in the longer campaigns. IBM, $69.95. Circle Reader Service # 12.

STRATEGIC SIMULATIONS INC., 675 ALMANOR AVE., SUITE 201, SUNNYVALE CA, 94086, (408) 737-6800.

Live-Action Players Entertain And Teach All At Once!

Learn Poker From The Best In The West.

Sit down at the Cowboy Casino. And play high-stakes poker against five wise-cracking card sharps. **Your opponents are tough.** A mean Cowboy. Cunning Riverboat Gambler. Sneaky Bandito. Sarcastic Dude. A crazy Prospector and his mule. They insult you. Show no mercy. Make you laugh at your mistakes. **But Ace the bartender's your edge.** He teaches you the odds. When to open, raise, check, fold or bluff. Plus winning strategies for Five-Card Draw...Five and Seven-Card Stud...and Texas Hold 'Em. Hundreds of action scenes, great graphics and sound make this game a sure bet. **Call 1-800-357-5238 now** for names of IntelliPlay® dealers, and get Cowboy Casino in your choice of Multimedia PC or 3DO. And start playing to win.

PC Multimedia PC





3DO

IntelliPlay®

Circle Reader Service #79

Published by Intellimedia Sports, Inc., Two Piedmont Center, Suite 300, Atlanta, GA 30305. Phone (404) 262-0000. Fax (404) 261-2282. IntelliPlay is a registered trademark of Intellimedia Sports, Inc.

The Multimedia PC logo is a certification mark of the Multimedia PC Marketing Council, Inc. 3DO and the 3DO logo are trademarks of The 3DO Company.

THE SCORE

Welcome to the Cooperstown of Computer Games. Here, raised upon pedestals, you'll find the games that broke the records, established the benchmarks, and held gamers in delighted trances for hours untold.

CGW HALL OF FAME

The Bard's Tale (Electronic Arts, 1985)
Battle Chess (Interplay Productions, Inc., 1988)
Chessmaster (The Software Toolworks, 1986)
Civilization (MicroProse, Inc., 1991)
Dungeon Master (FTL Software, 1987)
Earl Weaver Baseball (Electronic Arts, 1986)
Empire (Interstel, 1978)
F-19 Stealth Fighter (MicroProse, Inc., 1988)
Gettysburg: The Turning Point (SSI, 1986)
Gunship (MicroProse, Inc., 1989)
Harpoon (Three-Sixty Pacific, 1989)
Kampfgruppe (Strategic Simulations, Inc., 1985)
King's Quest V (Sierra On-Line, Inc., 1990)
M-1 Tank Platoon (MicroProse, Inc., 1989)
Mech Brigade (Strategic Simulations, Inc., 1985)
Might & Magic (New World Computing, 1986)
M.U.L.E. (Electronic Arts, 1983)
Pirates (MicroProse, Inc., 1987)
Railroad Tycoon (MicroProse, Inc., 1990)
Red Baron (Dynamix, 1990)
SimCity (Maxis, 1987)
Starflight (Electronic Arts, 1986)
The Secret of Monkey Island (LucasArts, 1990)
Their Finest Hour (LucasArts, 1989)
Ultima III (Origin Systems, Inc., 1983)
Ultima IV (Origin Systems, Inc., 1985)
Ultima VI (Origin Systems, Inc., 1990)
War in Russia (Strategic Simulations, Inc., 1984)
Wasteland (Interplay Productions, Inc., 1986)
Wing Commander (Origin Systems, Inc., 1991)
Wizardry (Sir-Tech Software, 1981)
Zork (Infocom, 1981)

H.O.F. HIGHLIGHTS

BATTLECHESS
INTERPLAY, 1988



When Interplay's BATTLECHESS was released on the Amiga in 1989, it shot straight to the top of the *CGW* Poll. Its beautiful slapstick animations showcased the Amiga's sound and graphic capabilities, and put an interesting new spin on an ancient game. BATTLECHESS became not only a perennial in the *CGW* Poll ratings, but also a showcase product for the first level of multimedia standards. It sold hundreds of thousands of copies covering just about every game platform imaginable, and spawned an entire genre of animated chess products. By introducing BATTLECHESS, Interplay became the Franklin Mint of computer chess publishers. Interplay's improvements to the chess engine and animations have taken many forms, perhaps the most successful being their use of claymation techniques in BATTLECHESS 4000. Sparked by a keen attention to detail, the sequels to BATTLECHESS are a fine example of the Interplay formula for success.

CHESSMASTER
SOFTWARE TOOLWORKS, 1986



When CHESSMASTER 2000 was introduced, it provided a variety of levels of computer opponents, along with an easy-to-use interface. When introduced into the *CGW* Hall of Fame, it was generally accepted as the strongest chess engine around. Although the competition among chess simulations is much tougher these days, CHESSMASTER continues to develop. Recent additions include advice given in digitized speech, SVGA graphics, and improved sound support. For the chess enthusiast, the myriad of classic games and chess problems provide entertainment for players of all skill levels. The current version, CHESSMASTER 4000 (see *CGW* # 114), offers over two dozen opponents based on great chess grandmasters throughout the ages. Defined by 17 different attributes, these computer players each have a unique style, and add not only challenge, but endless variety to this most consistent and prestigious line of chess games.

THE SCORE

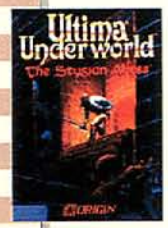
TOP ADVENTURE GAMES



	GAME	COMPANY	SCORE
1	Day of the Tentacle	LucasArts	10.01
2	Monkey Island 2	LucasArts	9.87
3	Indiana Jones: Fate of Atlantis	LucasArts	9.79
4	Gabriel Knight	Sierra	9.58
5	Quest for Glory III	Sierra	9.56
6	Sherlock Holmes CD I	Viacom	9.55
7	Star Control II	Accolade	9.33
8	The Seventh Guest	Virgin	9.32
9	Sam & Max Hit The Road	LucasArts	9.28
10	Lost Files of Sherlock Holmes	Electronic Arts	9.20

TOP ROLE PLAYING GAMES

	GAME	COMPANY	SCORE
1	Ultima Underworld	Origin	10.22
2	Betrayal at Krondor	Dynamix	9.56
3	Ultima Underworld II	Origin	9.42
4	Might & Magic III	New World Computing	9.41
5	Lands of Lore	Virgin	9.38
6	Might & Magic: Darkside of Xeen	New World Computing	9.37
7	Eye of the Beholder II	SSI	9.34
8	Might & Magic: Clouds of Xeen	New World Computing	9.34
9	Ultima VII	Origin	9.25
10	Eye of the Beholder	SSI	9.10



TOP SIMULATION GAMES



	GAME	COMPANY	SCORE
1	Falcon 3.0	Spectrum HoloByte	9.59
2	Fleet Defender	MicroProse	9.58
3	World Circuit	MicroProse	9.44
4	Aces of the Pacific	Dynamix	9.38
5	Comanche: Maximum Overkill	NovaLogic	9.27
6	Secret Weapons of the Luftwaffe	LucasArts	9.19
7	Indy Car Racing	Virgin/Papyrus	9.18
8	Hornet	Spectrum Holobyte	9.09
9	Stunt Island	Disney	9.00
10	Gunship 2000	MicroProse	8.95

TOP STRATEGY GAMES

	GAME	COMPANY	SCORE
1	Master of Orion	MicroProse	10.36
2	Warlords II	SSG	10.04
3	Sim City 2000	Maxis	10.01
4	Solitaire's Journey	QQP	9.97
5	Dune II	Virgin	9.86
6	Merchant Prince	QQP	9.50
7	Chessmaster 3000	Software Toolworks	9.32
8	Hong Kong Mahjong Pro	Electronic Arts	9.13
9	Syndicate	Electronic Arts	9.07
10	The Lost Admiral	QQP	9.05



READER POLL #119

TOP 100 GAMES

	GAME	COMPANY	TYPE	SCORE
⚔1	Doom	Id Software	AC	10.47
⚔2	Master of Orion	MicroProse	ST	10.36
⚔3	Links 386 Pro	Access	SP	10.33
⚔4	Ultima Underworld	Origin	RP	10.22
5	Warlords II	SSG	ST	10.04
6	Sim City 2000	Maxis	ST	10.01
⚔	Day of the Tentacle	LucasArts	AD	10.01
8	Wing Commander II	Origin	AC	9.97
	Solitaire's Journey	QQP	ST	9.97
10	Monkey Island 2: Le Chuck's Revenge	LucasArts	AD	9.87
11	Dune II	Virgin	ST	9.86
12	Front Page Sports Football Pro	Dynamix	SP	9.85
13	Indiana Jones: Fate of Atlantis	LucasArts	AD	9.79
⚔14	V for Victory: Velikiye Luki	Three-Sixty Pacific	WG	9.73
15	Carriers at War Construction Kit	SSG	WG	9.68
16	The Perfect General	QQP	WG	9.67
17	X-Wing	LucasArts	AC	9.65
18	V for Victory: Utah Beach	Three-Sixty Pacific	WG	9.63
⚔19	Falcon 3.0	Spectrum HoloByte	SI	9.59
20	Gabriel Knight	Sierra	AD	9.58
	V for Victory: Market Garden	Three-Sixty Pacific	WG	9.58
	Fleet Defender	MicroProse	SI	9.58
23	Betrayal at Krondor	Dynamix	RP	9.56
	Quest for Glory III	Sierra	AD,RP	9.56
25	Sherlock Holmes CD I	Viacom	AD	9.55
	Wolfenstein 3-D	Id Software	AC	9.55
27	Conquered Kingdoms	QQP	WG,ST	9.53
28	Merchant Prince	QQP	ST	9.50
29	NHLPA Hockey	Electronic Arts	SP	9.45
30	World Circuit	MicroProse	SI	9.44
	War in Russia	SSI	WG	9.44
32	Ultima Underworld II	Origin	RP	9.42
33	Might & Magic III	New World Computing	RP	9.41
34	Lands of Lore	Virgin	RP	9.38
	Aces of the Pacific	Dynamix	SI	9.38
36	Might & Magic: Darkside of Xeen	New World Computing	RP	9.37
37	Pacific War	SSI	WG	9.34
	Might & Magic: Clouds of Xeen	New World Computing	RP	9.34
	Eye of the Beholder II	SSI	RP	9.34
40	Star Control II	Accolade	AD,AC	9.33
41	The Seventh Guest	Virgin	AD	9.32
	Chessmaster 3000	Software Toolworks	ST	9.32
43	Sam & Max Hit The Road	LucasArts	AD	9.28
44	Comanche: Maximum Overkill	NovaLogic	SI	9.27
	Jack Nicklaus Signature Golf	Accolade	SP	9.27
46	Ultima VII	Origin	RP	9.25
47	V for Victory: Gold Juno Sword	Three-Sixty Pacific	WG	9.24
48	Privateer	Origin	AC	9.22
49	Lemmings	Psygnosis	AC,ST	9.21
50	Lost Files of Sherlock Holmes	Electronic Arts	AD	9.20

TOP WARGAMES



	GAME	COMPANY	SCORE
1	V for Victory: Velikiye Luki	Three-Sixty Pacific	9.73
2	Carriers at War Construction Kit	SSG	9.68
3	The Perfect General	QQP	9.67
4	V for Victory: Utah Beach	Three-Sixty Pacific	9.63
5	V for Victory: Market Garden	Three-Sixty Pacific	9.58
6	Conquered Kingdoms	QQP	9.53
7	War in Russia	SSI	9.44
8	Pacific War	SSI	9.34
9	V for Victory: Gold Juno Sword	Three-Sixty Pacific	9.24
10	Empire Deluxe	New World Computing	9.04

TOP ACTION GAMES



	GAME	COMPANY	SCORE
1	Doom	Id Software	10.47
2	Wing Commander II	Origin	9.97
3	X-Wing	Lucas Arts	9.65
4	Wolfenstein 3-D	Id Software	9.55
5	Privateer	Origin	9.22
6	Lemmings	Psygnosis	9.21
7	Tetris Classic	Spectrum HoloByte	9.14
8	Oh, No! More Lemmings	Psygnosis	8.92
9	The Horde	Crystal Dynamics	8.75
10	Prince of Persia 2	Broderbund	8.60

TOP SPORTS GAMES



	GAME	COMPANY	SCORE
1	Links 386 Pro	Access	10.33
2	Front Page Sports Football Pro	Dynamix	9.85
3	NHLPA Hockey	Electronic Arts	9.45
4	Jack Nicklaus Signature Golf	Accolade	9.27
5	Hardball III	Accolade	9.16
6	Tony La Russa Baseball II	SSI	8.78
7	NFL Pro League Football	Micro Sports	8.54
8	The Games: Winter Challenge	Accolade	8.50
9	4-D Boxing	Electronic Arts	8.37
10	Wayne Gretzky Hockey III	Bethesda	8.30

The Poll is based on reader survey cards from two issues prior to publication. Data is archived from more than 100 games, so the Top 100 is likely to contain titles which were not listed on the active reader survey card, and the Top 10 lists may contain games which scored below the Top 100. Also, every title listed on the survey card may not appear in the Top 100, either because they did not score high enough or because of an insufficient number of responses on a particular game (usually due to a title's distribution delays or low initial retail penetration).

51	Secret Weapons of the Luftwaffe	LucasArts	SI	9.19
52	Indy Car Racing	Virgin/Papyrus	SI	9.18
53	King's Quest VI: Heir Today...	Sierra	AD	9.17
54	Hardball III	Accolade	SP	9.16
55	Tetris Classic	Spectrum HoloByte	AC	9.14
56	Hong Kong Mahjong Pro	Electronic Arts	ST	9.13
57	The Castle of Dr. Brain	Sierra	AD	9.11
58	Eye of the Beholder	SSI	RP	9.10
59	The Dagger of Amon Ra	Sierra	AD	9.09
	Hornet	Spectrum Holobyte	SI	9.09
61	Ultima VII: Part Two Serpent Isle	Origin	RP	9.08
62	Syndicate	Electronic Arts	ST,AC	9.07
63	Les Manly in: Lost in L.A.	Accolade	AD	9.06
64	Bane of the Cosmic Forge	Sir-Tech	RP	9.05
	Quest for Glory I (VGA)	Sierra	AD,RP	9.05
	The Lost Admiral	QQP	ST	9.05
67	Eric the Unready	Legend	AD	9.04
	Empire Deluxe	New World Computing	WG	9.04
	Conquests of the Longbow	Sierra	AD	9.04
70	Arena: The Elder Scrolls	Bethesda	RP	9.03
71	Police Quest 3	Sierra	AD	9.01
	Clash of Steel	SSI	WG	9.01
73	Stunt Island	Disney	SI	9.00
	Battles of Destiny	QQP	WG,ST	9.00
75	Space Quest IV	Sierra	AD	8.98
	Western Front	SSI	WG	8.98
77	Carriers At War	SSG	WG	8.97
78	The Adventures of Willy Beamish	Dynamix	AD	8.96
	Freddy Pharkas Frontier Pharmacist	Sierra	AD	8.96
80	Wizardry VII: Crusaders of Savant	Sir-Tech	RP	8.95
	Alone in the Dark	I-Motion	AD	8.95
	Gunship 2000	MicroProse	SI	8.95
83	The Incredible Machine	Dynamix	ST	8.92
	F-117A	MicroProse	SI	8.92
	Oh, No! More Lemmings	Psygnosis	AC,ST	8.92
86	The Island of Dr. Brain	Sierra	ST	8.91
87	Aces over Europe	Dynamix	SI	8.89
88	Chuck Yeager's Air Combat	Electronic Arts	SI	8.87
89	Indianapolis 500	Electronic Arts	SI	8.83
90	Carriers at War II	SSG	WG	8.82
91	Spellcasting 301: Spring Break	Legend	AD	8.81
92	Rex Nebular	MicroProse	AD	8.80
93	Gateway to the Savage Frontier	SSI	RP	8.79
94	Tony La Russa Baseball II	SSI	SP	8.78
	Populous II	Electronic Arts	ST	8.78
	Hoyle Book of Games, Vol. 3	Sierra	ST	8.78
97	Heart of China	Dynamix	AD	8.75
	The Horde	Crystal Dynamics	AC,ST	8.75
	Kasparov's Gambit	Electronic Arts	ST	8.75
100	Veil of Darkness	SSI	RP	8.74

Games on unnumbered lines have scores equal to the line above. ✲ = Top game of type. Dark Red = New Game, AD = Adventure, RP = Role Playing, SI = Simulation, ST = Strategy, WG = Wargame, AC = Action, SP = Sports

The Computer Gaming World Poll

A MONTHLY SURVEY OF THE READERS OF COMPUTER GAMING WORLD

PATCHES

Computer game programs have grown so massive and the number of hardware configurations has become so huge that incompatibilities and glitches are frustratingly common. Patches for buggy programs have become the fastest fix.

ZiffNet These patches can be downloaded from ZiffNet, both on CompuServe and on Prodigy, except where indicated. On CompuServe, go to Computer Gaming World's own Forum, GO GAMEWORLD, Library 2, The Patch File. To sign up, call (800) 848-8990.

On Prodigy, jump "ZiffNet" and Search by Title for the patches listed here.

Or, Search by Category to browse the entire games library.

These patches can also be downloaded from other on-line services, from software publishers' BBSs, or directly from the publisher. We urge publishers to keep us informed of the latest patches for their games. Red indicates new files.

AEGIS Patch: Eliminates the Electronic Book crash. 4/28/94.

Air Warrior V1.13 Update: New .EXE files that fix several problems. 3/1/94

Arena V1.04 Update: Fixes several map, music, scrolling and magic problems. Provides new hot keys and allows you to sell magic items and delete spells. Particularly helpful for 386 machine users. 3/1/94

Bane of the Cosmic Forge Patch: Replacement file for players who get a divide overflow when starting the game. 3/23/94

Battles of the South Pacific Upgrade: Latest patch for QQP's WWII naval strategy qame. 5/24/94

Bethesda Sound Blaster Patch: Allows both sound effects and music for all Bethesda games. 6/5/94.

Comanche Joystick Drivers: Adds Flightstick Pro support. 5/24/94

Command Adventures Starship Patch: The latest fixes for Merit Software's space game. 5/19/94

Companions of Xanth Points List: Complete point totals for Legend's adventure game. 5/25/94

Detroit Upgrade: Fixes include finances, the December crash, and the 255-worker bug. 5/31/94

Diamond Dreams Upgrade: Fixes all known bugs, and features greatly improved AI for computer manager strategies. 3/29/94

Empire Deluxe V1.1 Mac: Latest version of New World's strategy game for Mac gamers, fixes include cleaning up PBM play. 6/1/94

Falcon 1.02 Mac Upgrade: Fixes sound problems on Mac AVs. 3/20/94

Fleet Defender V1.2 Upgrade: Latest version of MicroProse flight sim, with 41 new features. 5/17/94

Gobliins CD-ROM Patch: Fixes sound card and CD-ROM driver problems. 3/1/94

The Horde V1.1 Revision: Now supports Media Vision Pro Audio sound cards. Fixes lockups on some Sony drives, dead knights not disappearing after snowball hits, and also slows down the end credits. 4/28/94

IndyCar Racing V1.04 International: Different patches for owners of IndyCar Spanish, Italian, German or French language versions. 5/19/94

IndyCar Racing Patch: Allows use of the Gravis Ultrasound Card. 3/20/94

IndyCar Racing Modem Patch: Cleans up difficulties with modem play, and fixes scrolling menus for steering devices with no y-axis. 4/7/94

Jutland V1.1 Upgrade: Allows non-penetrating shells, adds more graphics, runs smoother, and most significantly, includes time compression. 3/30/94.

Jutland Patch: The game will now recognize different sound card addresses, rather than just the default 220 address. 5/3/94

Kingmaker V1.51 Upgrade: Latest version of Avalon Hill's strategy game with many fixes. 5/25/94

Lands Of Lore CD-ROM V1.22 Upgrade: Fixes lockup problems on fast machines, allows retrieval of Dawn's key, and allows use of Waveblaster/Soundblaster 16 combo. 3/7/94

Lands of Lore Floppy V1.23 Upgrade: Fixes "Dawn's Key" problem and Pentium lockups when choosing a character. 4/28/94

Lucky's Casino Update: Latest version of QQP game. 5/19/94

Merchant Prince Update: Newest version of QQP's strategy game. 3/11/94

MicroProse Sound Drivers: New AdLib sound drivers for many older games which had problems running with 486 and Pentium machines. 4/7/94

Pacific Air Warrior: Better ADV and MDF files than those on the PAW disk 5/31/94.

Pacific Strike V1.19: Contains 9 fixes for Origin's new flight sim. 5/27/94

Police Quest 4 Patch: Fixes all known problems and speeds up restoration of saved games. Disk version only. 4/5/94

Rally V1.1 Upgrade: Fixes joystick calibration and other problems. 3/24/94

Ravenloft 1.1 Upgrade: Latest version from SSI, floppy and CD-ROM. 4/29/94

Red Baron Patch: Configuration fix for IBM only. 3/29/94

Seawolf Patch: Allows 16-bit Sound Blaster sound effects and music. 3/30/94

Shanghai II V1.05 Update (Mac): Fixes tournament crash bug. 3/24/94

Sierra Sound Patches: A variety of fixes and drivers for Sound Blaster, Gravis Ultra Sound and General Midi users, for a number of older Sierra games. 5/19/94

SimCity2000 V1.1 Update (Mac): Latest version, it fixes the budget problem, among others. 3/1/94

Subwar 2050 V2.02 Update: Corrects cursor drift, time and date problem. 4/28/94

Tigers On The Prowl V 1.1: Fixes the mortar problem, among others. 5/28/94

Tony La Russa Baseball 2 Patch: Fixes stadium lockups. 5/3/94

Ultima 8 Patch: Fixes AdLib problem with some machines. 4/15/94

Unnecessary Roughness Revision: Changes graphics, avoids lock-ups, and allows use of Sound Blaster. Team stats are actually used, hand-offs work correctly, and players do not vanish when tackling. CD-ROM versions will now load without error. 3/8/94

Victory At Sea V1.01 Upgrade: Corrects numerous problems with the initial release. 3/14/94

X-Wing Enhancement: This TSR allows use of extra Thrustmaster buttons. 6/2/94.

The Rumor Bag

He Axed For It...

by Thomas Quincy Washington



Mount Vernon may seem like a strange place to gather information about computer games, but that's exactly where I found myself when I tried to get information on SID MEIER'S COLONIZATION. As I walked past George Washington's bowling green, I realized that there have been very few games based on the American Revolutionary War and that I couldn't think of a one that was still in print. Those who are interested in the colonial period, however, may find two upcoming computer games to be of interest.

I was just peeking into the crude slave quarters when I became aware of a perfume more sensuous than the bouquet wafting from the magnolia trees that lined the path. I knew my contact had arrived. Brushing against my ear with a warm breathy whisper that rivaled the humid afternoon, I heard her comment, "It's hard to believe that slavery played such an integral part in building our country, isn't it?"

We both admitted that it was a shame that our ancestors had depended upon slavery to build this country. Then, she continued. "Of course you know that neither SID MEIER'S COLONIZATION nor **Impressions**' HIGH SEAS TRADER (working title) will have slavery. Both design teams know that slavery was an important part of the economic model, but neither wants to reward players for building empires on the backs of slaves."

SID MEIER'S COLONIZATION lets you build up colonies in both historical worlds or random worlds in much the same way you built global empires in SID MEIER'S CIVILIZATION, but I didn't know anything about HIGH SEAS TRADER. When I asked, my lovely font of wisdom explained that it's sort of a PIRATES GOLD meets WOLFENSTEIN 3D in that you get to play a 17th or 18th century privateer using a new interface that allows you to steer and sail in a first person perspective. The SVGA graphics are very nice and the world has a dynamic economic model to provide for plenty of replayability. It will even allow boarding actions which will require some combat tactics. She told me to expect it in the first quarter of '95.

We went on to the main house and listened to a guide's rap about how George Washington would add sand to the white paint used on the exterior of the house in order to get both extra durability and achieve a stone-like appearance. He said it wasn't unlike the way computer game publishers currently use 3-D techniques to fool the eye and draw you into games. The guide was talking about games like **Bethesda Softworks**' DELTA V and **Psygnosis**' NOVASTORM. Both are games that have players flying through 3D trenches at very high speeds, surrounded by very detailed rendered backgrounds. What the guide didn't know was that I had just played DELTA V with a head-mounted display over the bag on my head and experienced the 90 degrees of real movement to each side. I mentioned to my source that it was even closer to virtual reality than the experience in **Virtual World Entertainment**'s location-based RED PLANET game.

My source wanted to know how I knew so much she didn't. "I have my ways...," I said, but she wasn't satisfied.

I finally told her that she wasn't the only beautiful source in the industry, and she walked away from the tour group in a huff, seating herself on Washington's front porch and looking off toward the Potomac. I went through the rest of the house, but my mind clearly wasn't on my work. I thought about following up our 3-D discussion by talking about **Looking Glass Technologies**' FLIGHT UNLIMITED. I thought that I might be able to tell her how the game presents photo-realistic terrain at all times and how the physics is modeled more realistically than any flight sim. I could have told her that real flying requires you to feel the atmosphere and react to it. So, in FLIGHT UNLIMITED, you'll be able to do snap rolls and combat maneuvers more realistically because the flight dynamics will feature the first true aerobatic flight model. Also, like Washington's house paint, I could tell her that the ships would not look texture-mapped because they use a voxel technology as opposed to a typical texture map.

But, when I sat down beside her, she wasn't in a good mood. I joked that George's expansive view of the river would make an ideal spot for a beachfront landing and she smiled patronizingly at me. I told her about a new wargame company called **Frontal Assaultware** that is supposed to announce ONSLAUGHT, a '50s era ahistorical wargame at MacWorld. The game is supposed to cover land and air warfare over a single continent as you lead your divisions of men through multiple battles. Like **SSI**'s PANZER GENERAL, the divisions will be named and will show losses in such a way as to give you a built-in emotional attachment to your troops.

Her eyes brightened somewhat, but even telling her about Impression's upcoming hex-based wargame with its built-in construction set couldn't pull her out of the mood. I went through my list of rumors and reminded her of DEATHGATE, **Legend**'s upcoming graphic adventure using the Xanth engine and based on the Weis & Hickman novels. She looked at my with a stony expression worthy of a bust of General Washington himself. I told her that **Legend**'s MISSION CRITICAL would combine elements of the adventure and strategy genres in much the same way as their superhero game would combine elements of adventure and role-playing. She was not amused.

I tried telling her about **Dongleware**'s BOLO, a working title for their BREAKOUT-style game with upgraded graphics and puzzle-solving challenges. The look could have turned me into a pillar of ice. So, I finally told her that she was really my only beautiful source. She slapped me right across the bag.

"Thomas Quincy Washington !" she upbraided me on Mount Vernon's front porch, "How can you stand in the footsteps of George Washington and tell a lie like that?"

"Frankly, my dear," I quickly responded, "I never really cared much for cherries."

"You're impossible," she snickered and we continued our exploration of American History. Of course, as true computer gamers, we ignored the tough truth about slavery.

Computer Gaming World (ISSN 0744-6667) is published monthly by **Ziff-Davis Publishing Co.**, One Park Avenue, New York, NY 10016. Subscription rate is $28.00 for a one year subscription (12 issues). Canada and all other countries add $11.00 for postage. Postmaster: Send address changes to Computer Gaming World, P.O. Box 57167, Boulder, CO 80322-7167.Canadian GST registration number is R123669673. Second-class postage paid at New York, NY 10016 and additional mailing offices. Permit #672-910. Printed in the U.S.A.

NR 13

WARNING!
NOT RECOMMENDED FOR PLAYERS UNDER 13

MEGATECH

System requirements: IBM-PC 386-SX compatible (486 recommended), VGA graphics, no extended memory required, Sound Blaster™ and Pro Audio Spectrum™ compatible. CD-ROM or diskette version available



For centuries, war has raged among the demons and fairies, devastating this mystical land. Two young knights, separated at birth and raised by mortals, chosen for the ultimate battle that will decide the fate of heaven and earth. Never knowing their true relation — or their own dark destiny they are fated to meet and duel each other to the death. As Desmond, the Knight of Xentar, you will be striving with many a winsome enchantress to overcome menacing foes — and perhaps in victory, become the ruler of all.

So the challenge is on! An incomparable role playing fantasy game for your PC, with stunning, hand sculpted graphics throughout, humorous script and thrilling plots. But be warned — with its romance and intense action, Knights of Xentar is not for kids nor the faint hearted.

Available at finer software dealers everywhere or call 1 800 258 MEGA. Visa/Mastercard accepted.

Download the FREE demo by calling our 24 hour BBS 310 539 7739 (8 data bits, no parity, 1 stop bit, filename kxdemo.exe) or send $5 for the demo on diskette to Megatech, PO Box 11333, Torrance, CA 90510.

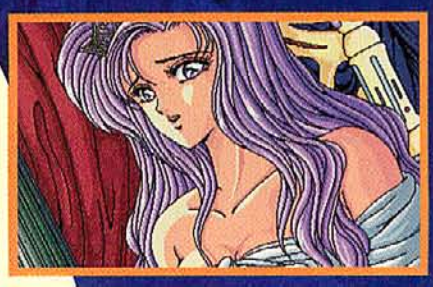
ENTER THE WORLD OF DEMONS
ECSTASY OR EXTINCTION AWAITS

Based on the Japanese hit movie and #1 game, Dragon Knight III

The Role Playing Game that will thrill you with the best in Japanese Anime Art







Circle Reader Service #86

KNIGHTS of XENTAR

FROM THE CREATORS OF THE AWARD-WINNING *WOLFENSTEIN 3-D*™

DOOM™

"The graphics are superb, with lighting effects and art that could only come from dark and demented minds."
Computer Gaming World

"You want action? You want gunplay? You want gore? ...DOOM has it all."
PC Entertainment

"...if you have saliva, prepare to drool now.""...an absolute must-have for PC action fans."
Electronic Games

WANT TO BE A HERO? GO TO HELL!

DOOM is a lightning-fast virtual reality adventure where you're the toughest space trooper ever to suck vacuum. Scientists stationed on a far-off moonbase have opened a gateway to Hell, releasing a monster-infested holocaust upon the universe. You're the last marine remaining on the base after the invasion. Your mission is to survive!

- Four-player combat over network
- Two-player action over modem
- Incredibly detailed 3-D world
- Blood-curdling stereo sound effects
- Hair raising demonic denizens of Hell
- Awesome foe-fraggin' weapons



Call 1-800-IDGAMES

Order the entire DOOM trilogy for $40.00 or get episode one, *Knee-Deep in the Dead*™ for the cost of shipping and handling. Or download episode one from Software Creations™ BBS.
(508) 368-4137 @ 2400-14.4K baud
Canadian customers call 1-800-661-7383.

id SOFTWARE INC

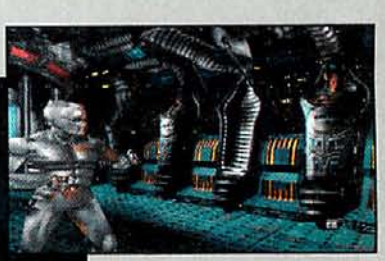
Requires a 386DX PC compatible or better; hard disk drive; VGA graphics; 4 Megabytes of memory. A 486 is recommended. Multiplayer options require a network which uses the IPX protocol, a modem, or serial link. Digitized sound effects require a 100% Sound Blaster™ compatible card, Gravis Ultra Sound™, or Pro Audio Spectrum™-16.
DOOM is a trademark of id Software, ©1993. Other trademarks are the property of their respective companies.

Circle Reader Service #71

AN *ORIGIN* INTERACTIVE MOVIE™

Stripped of memory, artificially enhanced with both human and alien technology, you are intended to be the perfect untraceable assassin for the scheming Mondite's master-stroke.

But it's more than a science-fiction computer game – it's an ORIGIN Interactive Movie. We've made a movie for you to star in, not just another game to play. Your interaction advances the story as you take your animated 3-D synthetic "actor" through a dramatic action-packed adventure.









Actual screens may vary.

BIO FORGE™

- Employs the camera and editing techniques found in your favorite movies — from varied camera angles to rapid-fire cut sequences, long shots and closeups for emotional impact.
- Eliminates the artificial breaks between interactive and viewed portions of a game — the story is melded into a single cinematic experience.
- Directs the pacing and tempo so that the plot flows swiftly but smoothly, fueled by *your* decisions.

FOR A GREAT GAME EXPERIENCE, WE RECOMMEND AN INTEL486™ DX2 OR PENTIUM™ PROCESSOR-BASED SYSTEM. FOR LITERATURE ON INTEL PROCESSORS, CALL 1-800-756-8766

Copyright © 1994 ORIGIN Systems, Inc. BioForge and ORIGIN Interactive Movie are trademarks of ORIGIN Systems, Inc. Origin and We create worlds are registered trademarks of ORIGIN Systems, Inc. Electronic Arts is a registered trademark of Electronic Arts. Intel, Intel486 and Pentium are trademarks of Intel Corporation.

Available at a software retailer near you, or call 1-800-245-4525 for MC/Visa/Discover orders.

ORIGIN® We create worlds.®

An Electronic Arts® Company

P.O. BOX 161750 AUSTIN, TX 78716